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1NT19IS141

**Hybrid Application Development**

# **Working with Audio Files:XyloPhone App**

# Main.dart

import 'package:audioplayers/audioplayers.dart';

import 'package:flutter/material.dart';

void main() {

runApp(MaterialApp(

home: Scaffold(

appBar: AppBar(title: Text('XYLOPHONE 122'), centerTitle: true,),

body: Xylo(),

),

));

}

class Xylo extends StatefulWidget {

const Xylo({Key? key}) : super(key: key);

@override

\_XyloState createState() => \_XyloState();

}

class \_XyloState extends State<Xylo> {

void playSound(int noteNumber) {

final player = AudioCache();

player.play("note$noteNumber.wav");

}

@override

Widget build(BuildContext context) {

return Column(

crossAxisAlignment: CrossAxisAlignment.stretch,

children: [

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.purple

),

onPressed: () {

playSound(1);

},

child: Text('First'),

),),

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.indigo

),

onPressed: () {

playSound(2);

},

child: Text('Second'),

),),

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.blue

),

onPressed: () {

playSound(3);

},

child: Text('Third'),

),),

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.green

),

onPressed: () {

playSound(4);

},

child: Text('Fourth'),

),),

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.yellow

),

onPressed: () {

playSound(5);

},

child: Text('Fifth'),

),),

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.orange

),

onPressed: () {

playSound(6);

},

child: Text('Sixth'),

),),

Expanded(child: TextButton(

style: TextButton.styleFrom(

backgroundColor: Colors.red

),

onPressed: () {

playSound(7);

},

child: Text('Seventh'),

),)

],

);

}

}

# Pubsec

name: xylophone

description: A new Flutter project.

*# The following line prevents the package from being accidentally published to*

*# pub.dev using `flutter pub publish`. This is preferred for private packages.*

publish\_to: 'none' *# Remove this line if you wish to publish to pub.dev*

*# The following defines the version and build number for your application.*

*# A version number is three numbers separated by dots, like 1.2.43*

*# followed by an optional build number separated by a +.*

*# Both the version and the builder number may be overridden in flutter*

*# build by specifying --build-name and --build-number, respectively.*

*# In Android, build-name is used as versionName while build-number used as versionCode.*

*# Read more about Android versioning at https://developer.android.com/studio/publish/versioning*

*# In iOS, build-name is used as CFBundleShortVersionString while build-number used as CFBundleVersion.*

*# Read more about iOS versioning at*

*# https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFoundationKeys.html*

version: 1.0.0+1

environment:

sdk: ">=2.12.0 <3.0.0"

*# Dependencies specify other packages that your package needs in order to work.*

*# To automatically upgrade your package dependencies to the latest versions*

*# consider running `flutter pub upgrade --major-versions`. Alternatively,*

*# dependencies can be manually updated by changing the version numbers below to*

*# the latest version available on pub.dev. To see which dependencies have newer*

*# versions available, run `flutter pub outdated`.*

dependencies:

flutter:

sdk: flutter

*# The following adds the Cupertino Icons font to your application.*

*# Use with the CupertinoIcons class for iOS style icons.*

cupertino\_icons: ^1.0.2

dev\_dependencies:

flutter\_test:

sdk: flutter

*# The "flutter\_lints" package below contains a set of recommended lints to*

*# encourage good coding practices. The lint set provided by the package is*

*# activated in the `analysis\_options.yaml` file located at the root of your*

*# package. See that file for information about deactivating specific lint*

*# rules and activating additional ones.*

flutter\_lints: ^1.0.0

audioplayers: ^0.19.1

*# For information on the generic Dart part of this file, see the*

*# following page: https://dart.dev/tools/pub/pubspec*

*# The following section is specific to Flutter.*

flutter:

*# The following line ensures that the Material Icons font is*

*# included with your application, so that you can use the icons in*

*# the material Icons class.*

uses-material-design: true

assets:

- assets/

*# To add assets to your application, add an assets section, like this:*

*# assets:*

*# - images/a\_dot\_burr.jpeg*

*# - images/a\_dot\_ham.jpeg*

*# An image asset can refer to one or more resolution-specific "variants", see*

*# https://flutter.dev/assets-and-images/#resolution-aware.*

*# For details regarding adding assets from package dependencies, see*

*# https://flutter.dev/assets-and-images/#from-packages*

*# To add custom fonts to your application, add a fonts section here,*

*# in this "flutter" section. Each entry in this list should have a*

*# "family" key with the font family name, and a "fonts" key with a*

*# list giving the asset and other descriptors for the font. For*

*# example:*

*# fonts:*

*# - family: Schyler*

*# fonts:*

*# - asset: fonts/Schyler-Regular.ttf*

*# - asset: fonts/Schyler-Italic.ttf*

*# style: italic*

*# - family: Trajan Pro*

*# fonts:*

*# - asset: fonts/TrajanPro.ttf*

*# - asset: fonts/TrajanPro\_Bold.ttf*

*# weight: 700*

*#*

*# For details regarding fonts from package dependencies,*

*# see https://flutter.dev/custom-fonts/#from-packages*



