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# Audio MIDlet Example

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This example illustrates how to play audio songs in your mobile application by creating a MIDlet.

## Audio MIDlet Example

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This example illustrates how to play audio songs in your mobile application by creating a MIDlet. In the application we have created a player for an audio song by using of **javax.microedition.media** API. As you know we have already created two player for two different songs and want to play both song in an application at a time.

Before creating of MIDlet we need the wav file in **res** folder which we are using in our MIDlet. In the application program, three methods are used of Player class, that are:

**realize()**  
**prefetch()**  
**start()**

The **realize()** method is used to Constructs portions of the `Player` without acquiring the scarce and exclusive resources, the **prefetch()** method is used to Acquires the scarce and exclusive resources and processes as much data as necessary to reduce the start latency and the **start()** method is used to Starts the `Player` as soon as possible.

**The Application is as follows:**

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## Source Code of AudioMIDlet.java

```
import java.io.*;
import javax.microedition.lcdui.*;
import javax.microedition.media.*;
import javax.microedition.midlet.*;
//import javax.microedition.media.TimeBase;

public class AudioMIDlet extends MIDlet{

    Player p1, p2;

    public void startApp(){
        try {
            p1 = Manager.createPlayer(getClass().getResourceAsStream("/kabhi-alv
            p1.realize();

            p2 = Manager.createPlayer(getClass().getResourceAsStream("/aagepiche
            p2.realize();

            //p2.setTimeBase(p1.getTimeBase());

            p1.prefetch();
            p2.prefetch();

            p1.start();
            p2.start();

        } catch (IOException ioe){

        } catch (MediaException me){}
```

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```

}

public void pauseApp() {}

public void destroyApp(boolean unconditional) {}
}

```

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