Practical 7

**filename:activity\_main.xml**

<?xml version="1.0" encoding="utf-8"?>

<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:orientation="vertical"

android:gravity="center"

android:padding="20dp">

<Button

android:id="@+id/btnPlay"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="Play Music" />

<Button

android:id="@+id/btnStop"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="Stop Music"

android:layout\_marginTop="20dp" />

</LinearLayout>

**filename:MainActivity.java**

package com.example.myapplication;

import android.content.Intent;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

Button btnPlay, btnStop;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

btnPlay = findViewById(R.id.btnPlay);

btnStop = findViewById(R.id.btnStop);

btnPlay.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

startService(new Intent(MainActivity.this, MyMusicService.class));

}

});

btnStop.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

stopService(new Intent(MainActivity.this, MyMusicService.class));

}

});

}

}

**filename:MyMusicService.java**

package com.example.myapplication;

import android.app.Service;

import android.content.Intent;

import android.media.MediaPlayer;

import android.os.IBinder;

public class MyMusicService extends Service {

MediaPlayer player;

@Override

public void onCreate() {

super.onCreate();

player = MediaPlayer.create(this, R.raw.music); // Your music file

player.setLooping(true);

}

@Override

public int onStartCommand(Intent intent, int flags, int startId) {

player.start();

return START\_STICKY;

}

@Override

public void onDestroy() {

player.stop();

player.release();

super.onDestroy();

}

@Override

public IBinder onBind(Intent intent) {

return null;

}

}