README File

CS 4590

Homework #1

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- Buttons
    - Sound effects are added for each clickable button so users can receive a feedback for their actions.
    - The colors of the buttons also change when highlighted and clicked for visual feedback.
    - Color does not change when disabled (not sure why)

- Play
    - Clicking on the PLAY button will start the audio (if stopped or reset) and continue playing if paused.
    - PLAY button is disabled when audio is playing or fast forwarding.
        - Stop the fast forward then click PLAY to play the audio at normal speed again.
- Pause
    - Clicking on the PAUSE button will pause the audio. Clicking on it again starts the audio.
        - Audio can be restarted by pressing the PAUSE button or the PLAY button.
- Stop
    - Clicking on the STOP button will pause the audio.
        - Audio can be restarted only by pressing on PLAY.
- Reset
    - Clicking on the RESET button will stop the audio and set it back to the beginning.
        - Audio continues to play from the beginning.
- Fast Forward
    - Clicking on the FAST FORWARD button speeds up the playing speed.
    - Pressing STOP will reset the speed to normal.
- Previous Track
    - Clicking on the PREVIOUS TRACK button will change to the previous track with the audio playing at the same time it left off. If time over exceeded the total time of the previous audio, it will start from the beginning.
- Next Track
    - Clicking on the NEXT TRACK button will change to the next track with the audio playing at the same time it left off. If time over exceeded the total time of the next audio, it will start from the beginning.
- Volume
    - Clicking on the VOLUME button will mute the audio. Clicking on it again will reset the volume back to normal.
- Volume Slider
    - Dragging the volume slider will the volume accordingly.
    - Dragging to 0 will change the VOLUME button to mute.