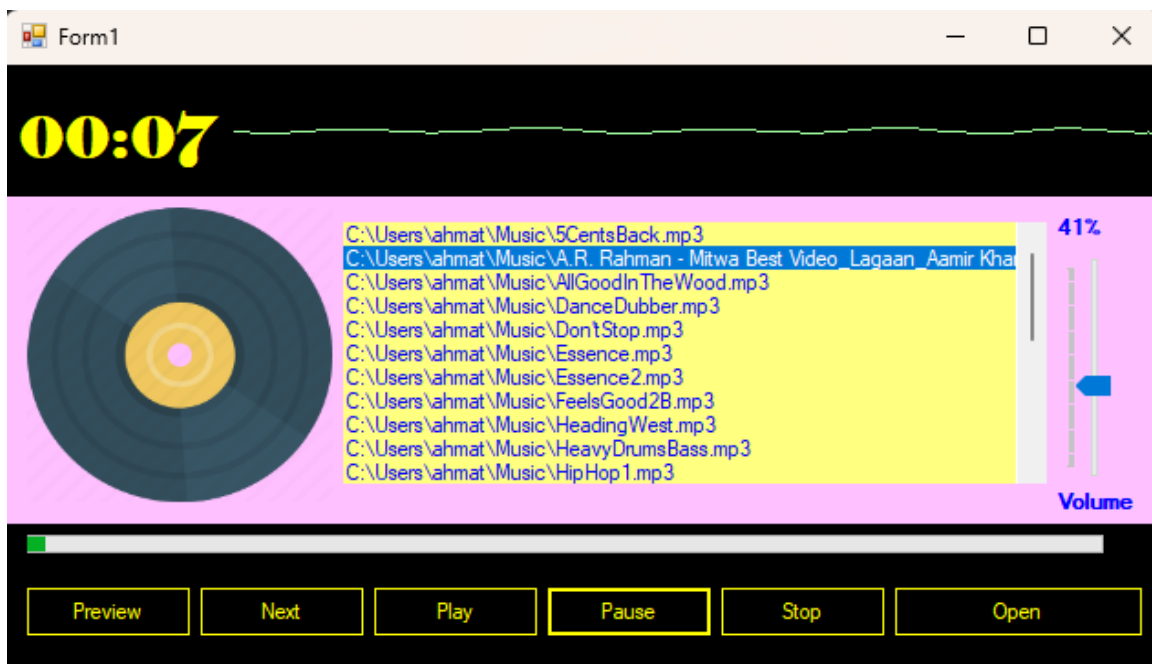
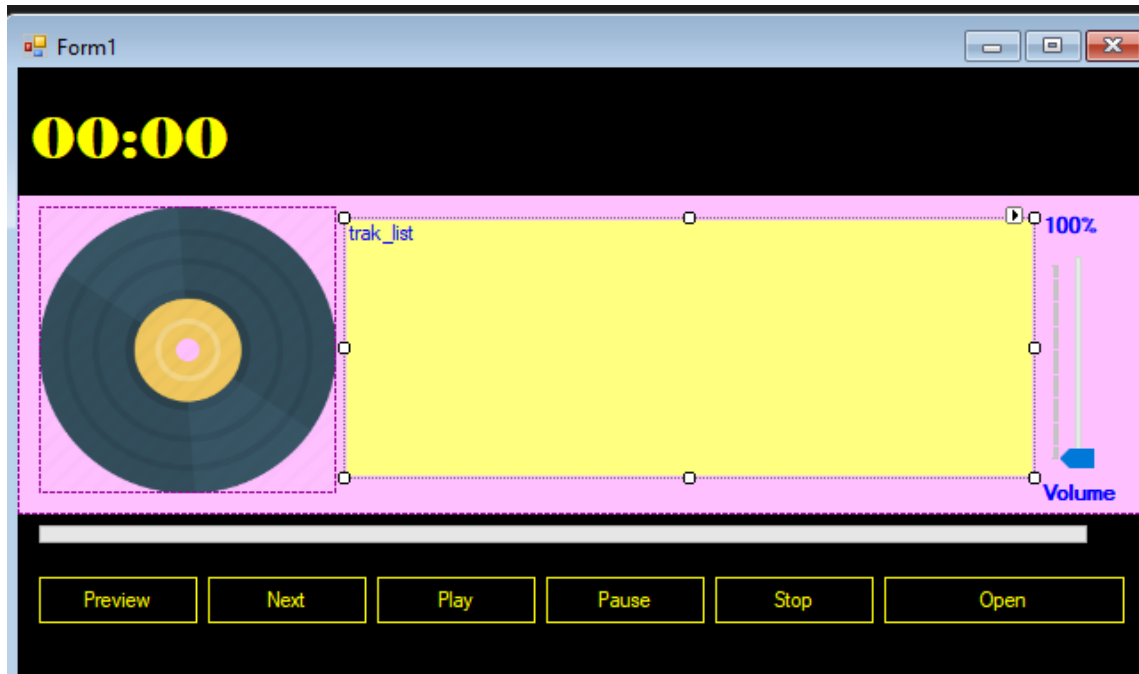


Screen View:



C# Code View:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.IO;

namespace Audio_Player_2
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
            track_volume.Value = 50;
            lbl_volume.Text = "50%";
        }

        string[] paths, files;

        private void btn_open_Click(object sender, EventArgs e)
        {
            OpenFileDialog ofd = new OpenFileDialog();
            ofd.Multiselect = true;
            if(ofd.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            {
                files = ofd.FileNames;
                paths = ofd.FileNames;
                for(int x = 0; x < files.Length; x++)
                {
                    trak_list.Items.Add(files[x]);
                }
            }
        }

        private void btn_stop_Click(object sender, EventArgs e)
        {
            axWindowsMediaPlayer1.Ctlcontrols.stop();
            p_bar.Value = 0;
        }

        private void btn_pause_Click(object sender, EventArgs e)
        {
            axWindowsMediaPlayer1.Ctlcontrols.pause();
        }
    }
}
```

```

private void btn_play_Click(object sender, EventArgs e)
{
    axWindowsMediaPlayer1.Ctlcontrols.play();
}

private void btn_next_Click(object sender, EventArgs e)
{
    if(trak_list.SelectedIndex < trak_list.Items.Count + 1)
    {
        trak_list.SelectedIndex = trak_list.SelectedIndex + 1;
    }
}

private void btn_preview_Click(object sender, EventArgs e)
{
    if(trak_list.SelectedIndex > 0)
    {
        trak_list.SelectedIndex = trak_list.SelectedIndex - 1;
    }
}

private void timer1_Tick(object sender, EventArgs e)
{
    if(axWindowsMediaPlayer1.playState == WMPLib.WMPPlayState.wmppsPlaying)
    {
        p_bar.Maximum =
(int)axWindowsMediaPlayer1.Ctlcontrols.currentItem.duration;
        p_bar.Value = (int)axWindowsMediaPlayer1.Ctlcontrols.currentPosition;
    }
    try
    {
        lbl_track_star.Text =
axWindowsMediaPlayer1.Ctlcontrols.currentPositionString;
        //lbl_track_end.Text =
axWindowsMediaPlayer1.Ctlcontrols.currentItem.durationString.ToString();
    }
    catch
    {
    }
}

private void track_volume_Scroll(object sender, EventArgs e)
{
    axWindowsMediaPlayer1.settings.volume = track_volume.Value;
    lbl_volume.Text = track_volume.Value.ToString() + "%";
}

private void p_bar_MouseDown(object sender, MouseEventArgs e)
{
    axWindowsMediaPlayer1.Ctlcontrols.currentPosition =
axWindowsMediaPlayer1.currentMedia.duration * e.X / p_bar.Width;
}

```

```
private void trak_list_SelectedIndexChanged(object sender, EventArgs e)
{
    axWindowsMediaPlayer1.URL = paths[trak_list.SelectedIndex];
    axWindowsMediaPlayer1.Ctlcontrols.play();
    try
    {
        var file = TagLib.File.Create(paths[trak_list.SelectedIndex]);
        var bin = (byte[])(file.Tag.Pictures[0].Data.Data);
        pic_art.Image = Image.FromStream(new MemoryStream(bin));
    }
    catch
    {
    }
}
}
```