**HTML Audio/Video Methods**

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| **Method** | **Description** |
| addTextTrack() | Adds a new text track to the audio/video |
| canPlayType() | Checks if the browser can play the specified audio/video type |
| load() | Re-loads the audio/video element |
| play() | Starts playing the audio/video |
| pause() | Pauses the currently playing audio/video |

**HTML Audio/Video Properties**

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| **Property** | **Description** |
| audioTracks | Returns an AudioTrackList object representing available audio tracks |
| autoplay | Sets or returns whether the audio/video should start playing as soon as it is loaded |
| buffered | Returns a TimeRanges object representing the buffered parts of the audio/video |
| controller | Returns the MediaController object representing the current media controller of the audio/video |
| controls | Sets or returns whether the audio/video should display controls (like play/pause etc.) |
| crossOrigin | Sets or returns the CORS settings of the audio/video |
| currentSrc | Returns the URL of the current audio/video |
| currentTime | Sets or returns the current playback position in the audio/video (in seconds) |
| defaultMuted | Sets or returns whether the audio/video should be muted by default |
| defaultPlaybackRate | Sets or returns the default speed of the audio/video playback |
| duration | Returns the length of the current audio/video (in seconds) |
| ended | Returns whether the playback of the audio/video has ended or not |
| error | Returns a MediaError object representing the error state of the audio/video |
| loop | Sets or returns whether the audio/video should start over again when finished |
| mediaGroup | Sets or returns the group the audio/video belongs to (used to link multiple audio/video elements) |
| muted | Sets or returns whether the audio/video is muted or not |
| networkState | Returns the current network state of the audio/video |
| paused | Returns whether the audio/video is paused or not |
| playbackRate | Sets or returns the speed of the audio/video playback |
| played | Returns a TimeRanges object representing the played parts of the audio/video |
| preload | Sets or returns whether the audio/video should be loaded when the page loads |
| readyState | Returns the current ready state of the audio/video |
| seekable | Returns a TimeRanges object representing the seekable parts of the audio/video |
| seeking | Returns whether the user is currently seeking in the audio/video |
| src | Sets or returns the current source of the audio/video element |
| startDate | Returns a Date object representing the current time offset |
| textTracks | Returns a TextTrackList object representing the available text tracks |
| videoTracks | Returns a VideoTrackList object representing the available video tracks |
| volume | Sets or returns the volume of the audio/video |

**HTML Audio/Video Events**

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| **Event** | **Description** |
| abort | Fires when the loading of an audio/video is aborted |
| canplay | Fires when the browser can start playing the audio/video |
| canplaythrough | Fires when the browser can play through the audio/video without stopping for buffering |
| durationchange | Fires when the duration of the audio/video is changed |
| emptied | Fires when the current playlist is empty |
| ended | Fires when the current playlist is ended |
| error | Fires when an error occurred during the loading of an audio/video |
| loadeddata | Fires when the browser has loaded the current frame of the audio/video |
| loadedmetadata | Fires when the browser has loaded meta data for the audio/video |
| loadstart | Fires when the browser starts looking for the audio/video |
| pause | Fires when the audio/video has been paused |
| play | Fires when the audio/video has been started or is no longer paused |
| playing | Fires when the audio/video is playing after having been paused or stopped for buffering |
| progress | Fires when the browser is downloading the audio/video |
| ratechange | Fires when the playing speed of the audio/video is changed |
| seeked | Fires when the user is finished moving/skipping to a new position in the audio/video |
| seeking | Fires when the user starts moving/skipping to a new position in the audio/video |
| stalled | Fires when the browser is trying to get media data, but data is not available |
| suspend | Fires when the browser is intentionally not getting media data |
| timeupdate | Fires when the current playback position has changed |
| volumechange | Fires when the volume has been changed |
| waiting | Fires when the video stops because it needs to buffer the next frame |