

# Lesson 4: Music Player

## Task:

Make a simple music player.

## What we will be using:

The minim music playing library - comes as standard with Processing, no extra downloading needed.

## Setup:

Create a new file, name starting with “**Lesson4**”.

Add a .mp3 file to your Lesson4 project folder. The code below plays a mp3 track.

Note that we load the mp3 file in the same way we loaded image files.

## Example code:

```
//need sound playing library and variable
import ddf.minim.*;
Minim minim;
//sound player variable note the type
AudioPlayer myAudioPlayer;
void setup() {
    size(200, 200);
    //Set up the sound library variable.
    minim = new Minim(this);
    // use sound library to load the initial file into
    // the audio player. File needs to be in the project folder.
    myAudioPlayer = minim.loadFile("myMusicFile.mp3");
}

void draw() {
    //tell the player to play the music
    myAudioPlayer.play();
}
```

## Tasks:

- Copy the above code into your lesson4 program, what do you think it does?
  - Possible errors: unable to find file - make sure the .mp3 file is in the right folder.
- Make it so that you can play the music using the ‘p’ button and pause it using the ‘o’ button. To pause music on an AudioPlayer you use .pause() instead of .play().
- Put text on the screen with instructions on how to use your app. (how to play and pause)
- Now add two buttons (remember from the big red button class?) One to play and one to pause the music.

- There is another method, like `.play()` and `.pause()` called `.rewind()` on the `AudioPlayer`. See what it does and add another button that uses `.rewind()`.