Step 1:- add   file plugin:-

```
cordova plugin add cordova-plugin-file
```

& keep your paino.mp3 file inside www

Step 2 - Installing Media Plugin

Media plugin can be installed by running the following code in **command prompt** window.

```
C:\Users\username\Desktop\CordovaProject>cordova plugin add
cordova-plugin-media
```

Step 3 - Add Buttons

In this tutorial, we will create simple audio player. Let's create buttons that we need in **index.html**.

```html
<button id = "playAudio">PLAY</button>
<button id = "pauseAudio">PAUSE</button>
<button id = "stopAudio">STOP</button>
<button id = "volumeUp">VOLUME UP</button>
<button id = "volumeDown">VOLUME DOWN</button>
```

Step 4 - Add Event Listeners

Now we need to add event listeners for our buttons inside **onDeviceReady** function inside **index.js**.

```js
document.getElementById("playAudio").addEventListener("click",
playAudio);
document.getElementById("pauseAudio").addEventListener("click",
pauseAudio);
document.getElementById("stopAudio").addEventListener("click",
stopAudio);
document.getElementById("volumeUp").addEventListener("click",
volumeUp);
```

```
document.getElementById("volumeDown").addEventListener("click",
volumeDown);
```

Step 4A - Play Function

The first function that we are going to add is **playAudio**. We are defining **myMedia** outside of the function because we want to use it in functions that are going to be added later (pause, stop, volumeUp and volumeDown). This code is placed in **index.js** file.

```
var myMedia = null;
function playAudio() {
    var src = "file:///android_asset/www/piano.mp3";

    if(myMedia === null) {
        myMedia = new Media(src, onSuccess, onError);

        function onSuccess() {
            console.log("playAudio Success");
        }

        function onError(error) {
            console.log("playAudio Error: " + error.code);
        }
    }
    myMedia.play();
}
```

We can click **PLAY** button to start the piano music from the **src** path.

Step 4B - Pause and Stop Functions

The next functions that we need is **pauseAudio** and **stopAudio**.

```
function pauseAudio() {
    if(myMedia) {
        myMedia.pause();
    }
}

function stopAudio() {
    if(myMedia) {
        myMedia.stop();
    }
    myMedia = null;
}
```

Now we can pause or stop the piano sound by clicking **PAUSE** or **STOP** buttons.

Step 4C - Volume Functions

To set the volume, we can use **setVolume** method. This method takes parameter with values from **0** to **1**. We will set starting value to **0.5**.

```javascript
var volumeValue = 0.5;
function volumeUp() {
    if(myMedia && volumeValue < 1) {
        myMedia.setVolume(volumeValue += 0.1);
    }
}

function volumeDown() {
    if(myMedia && volumeValue > 0) {
        myMedia.setVolume(volumeValue -= 0.1);
    }
}
```

Write code for index.js file:-

var app = {

  // Application Constructor

  initialize: function() {

    document.addEventListener('deviceready', this.onDeviceReady.bind(this), false);

  },

  // deviceready Event Handler

  //

  // Bind any cordova events here. Common events are:

  // 'pause', 'resume', etc.

  onDeviceReady: function() {

    this.receivedEvent('deviceready');

```javascript
document.getElementById("playAudio").addEventListener("click", playAudio);

document.getElementById("pauseAudio").addEventListener("click", pauseAudio);

document.getElementById("stopAudio").addEventListener("click", stopAudio);

document.getElementById("volumeUp").addEventListener("click", volumeUp);

document.getElementById("volumeDown").addEventListener("click", volumeDown);
    },


    // Update DOM on a Received Event
    receivedEvent: function(id) {
        var parentElement = document.getElementById(id);
        var listeningElement = parentElement.querySelector('.listening');
        var receivedElement = parentElement.querySelector('.received');


        listeningElement.setAttribute('style', 'display:none;');
        receivedElement.setAttribute('style', 'display:block;');


        console.log('Received Event: ' + id);
    }
};



var myMedia = null;
function playAudio() {
  var src = "file:///android_asset/www/piano.mp3";


  if(myMedia === null) {
    myMedia = new Media(src, onSuccess, onError);
```

```javascript
      function onSuccess() {

        alert("playAudio Success");

      }


      function onError(error) {

        alert("playAudio Error: " + error.code);

      }

    }

    myMedia.play();

}



function pauseAudio() {

  if(myMedia) {

    myMedia.pause();

  }

}



function stopAudio() {

  if(myMedia) {

    myMedia.stop();

  }

  myMedia = null;

}



var volumeValue = 0.5;

function volumeUp() {

  if(myMedia && volumeValue < 1) {

    myMedia.setVolume(volumeValue += 0.1);
```

```
    }

}


function volumeDown() {

  if(myMedia && volumeValue > 0) {

    myMedia.setVolume(volumeValue -= 0.1);

  }

}
app.initialize();
```

Write code for   index.html file:-

```html
<!DOCTYPE html>

<html>

  <head>

    <meta http-equiv="Content-Security-Policy" content="default-src 'self' data: gap:
https://ssl.gstatic.com 'unsafe-eval'; style-src 'self' 'unsafe-inline'; media-src *; img-src 'self' data:
content:;">

    <meta name="format-detection" content="telephone=no">

    <meta name="msapplication-tap-highlight" content="no">

    <meta name="viewport" content="initial-scale=1, width=device-width, viewport-fit=cover">

    <link rel="stylesheet" type="text/css" href="css/index.css">

    <title>Hello World</title>

  </head>

  <body>

    <div class="app">
```

```html
<button id = "playAudio">PLAY</button>

<button id = "pauseAudio">PAUSE</button>

<button id = "stopAudio">STOP</button>

<button id = "volumeUp">VOLUME UP</button>

<button id = "volumeDown">VOLUME DOWN</button>


        <h1>Apache Cordova</h1>
        <div id="deviceready" class="blink">
            <p class="event listening">Connecting to Device</p>
            <p class="event received">Device is Ready</p>
        </div>
    </div>
    <script type="text/javascript" src="cordova.js"></script>
    <script type="text/javascript" src="js/index.js"></script>
  </body>
</html>
```