

Sounds in Java

I won't lie to you, it's pretty cumbersome to play sounds in Java. But once you have the code written once, you don't really need to write it again, you just need to provide the file path for the sound. So, to play a sound, first note that the sound must be a .wav file. Most sounds that are in other formats won't work properly for Java (if you have a non-.wav file, Google .wav converter, there's tons of free websites that will convert your sound to a .wav for free!).

The first step to playing our sound is to get the file path for the sound. This is done using URLs in Java, because if we use static file paths, other users who we distribute the application to won't be able to play the sound; therefore, we use relative file paths. Place the sound file in the root of your project (where the src folders and such are) and use this code:

```
URL url = this.getClass().getClassLoader().getResource("sound.wav");
```

Of course, your file will probably not be called sound.wav, so just adjust the file name accordingly. Then you can use that URL to open an `AudioStream` and play the sound:

```
AudioInputStream audioIn = AudioSystem.getAudioInputStream(url);  
Clip clip = AudioSystem.getClip();  
clip.open(audioIn);  
clip.start();
```

You'll have to surround all this (including the URL part) in a try/catch statement because of the possibility of a `FileNotFoundException`. But like I previously mentioned, once you have this code written, you can use it anytime you need to play a sound and it should work flawlessly.

If you want to mess around with sounds a little bit, try making a music player that lets you pick from some tracks and pause/play your music.