

Adding Sounds

Let's learn how to add sounds to our projects.

Adding Files

Before you can use a sound in your project, you need to save the sound file. Be sure to save it somewhere you can find it, and give it a name you can remember.

Next, you need to add this file to your project. You do this by clicking on the **sketch** menu item, then select **add file** from the drop down menu. Find the sound file you want to use in your project, and click on it to add the sound to your project. Now you can access that file with its name.

Importing Libraries

Before using the sound in our project, we need to import a library. Libraries are collections of code that other people wrote to handle various tasks. We can import these libraries to add new abilities to our code.

We will import a library that lets us play sound.

To import a library you use the `import` keyword the name of the library.

In this case, we will write `import processing.sound.*;`

The star at the end means we want to import all of the classes in the library. If you know you only need one class, you can import it by name.

Here is an example that plays people applauding.

```
import processing.sound.*;

SoundFile file;

void setup() {
  size(400, 400);
  background(50);

  file = new SoundFile(this, "clapping.mp3");
  file.play();
  file.amp(0.75);
}

void draw() {
}
```

