Android media player with eq

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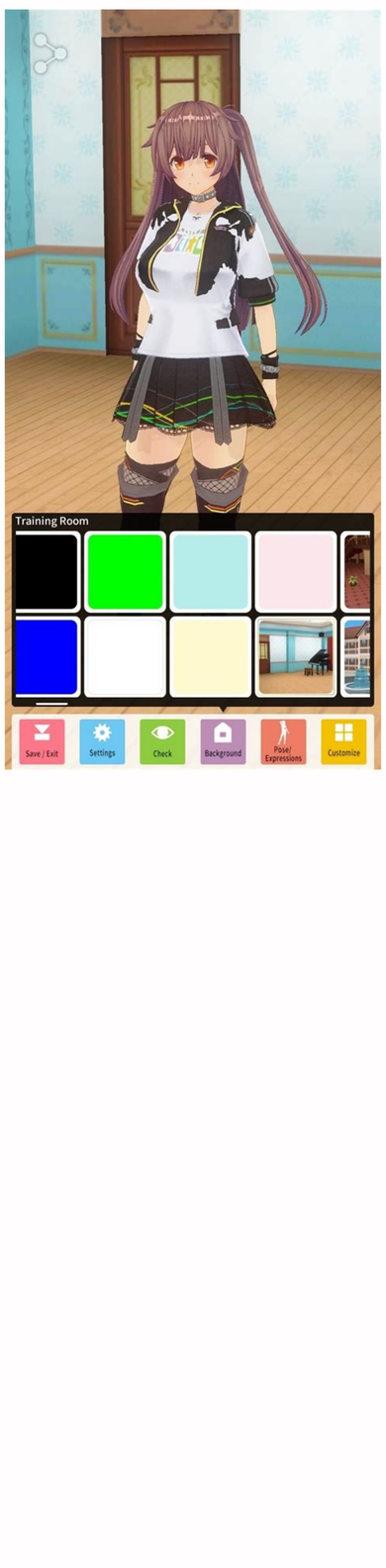
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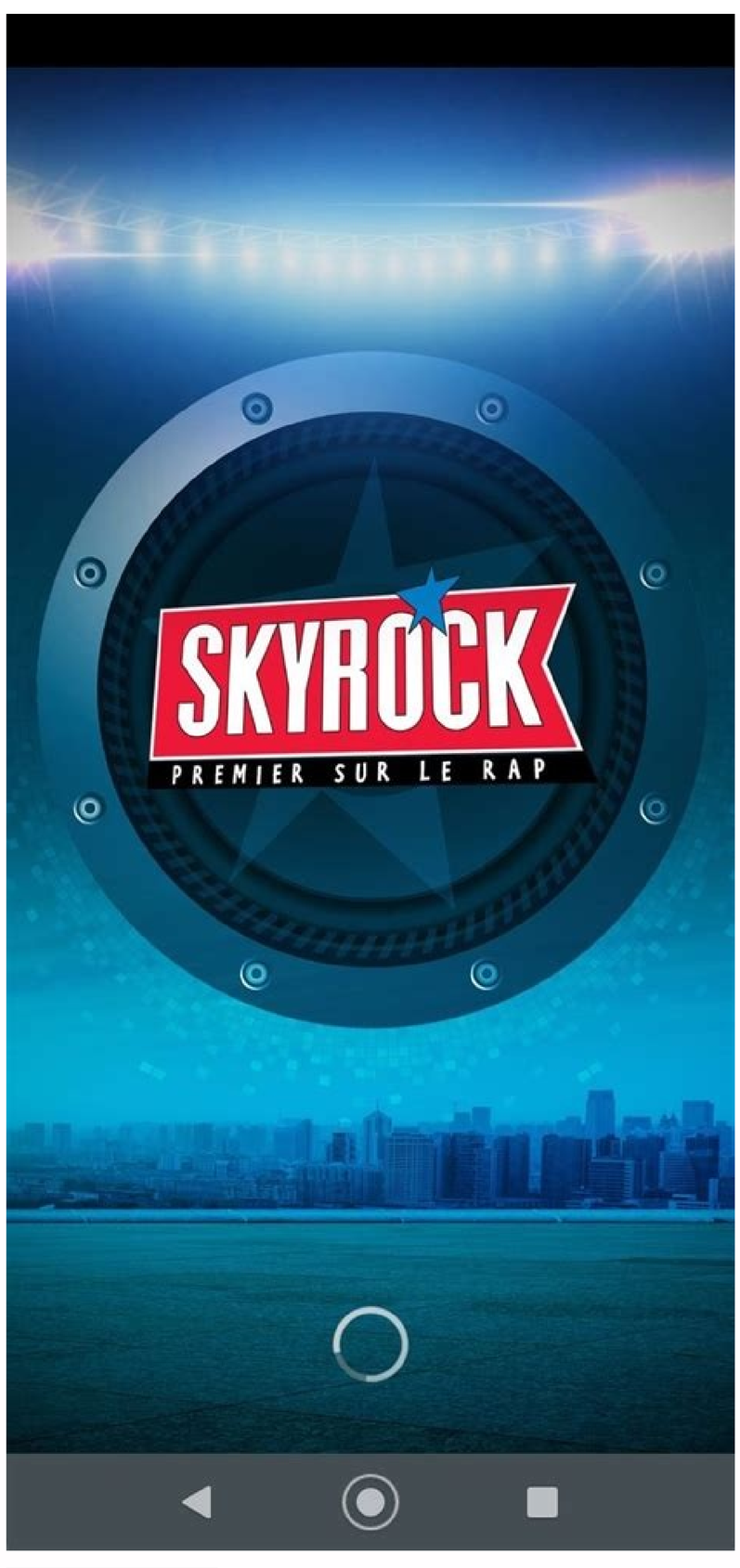
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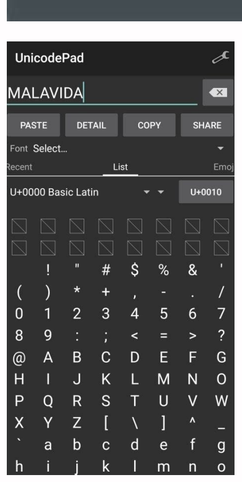
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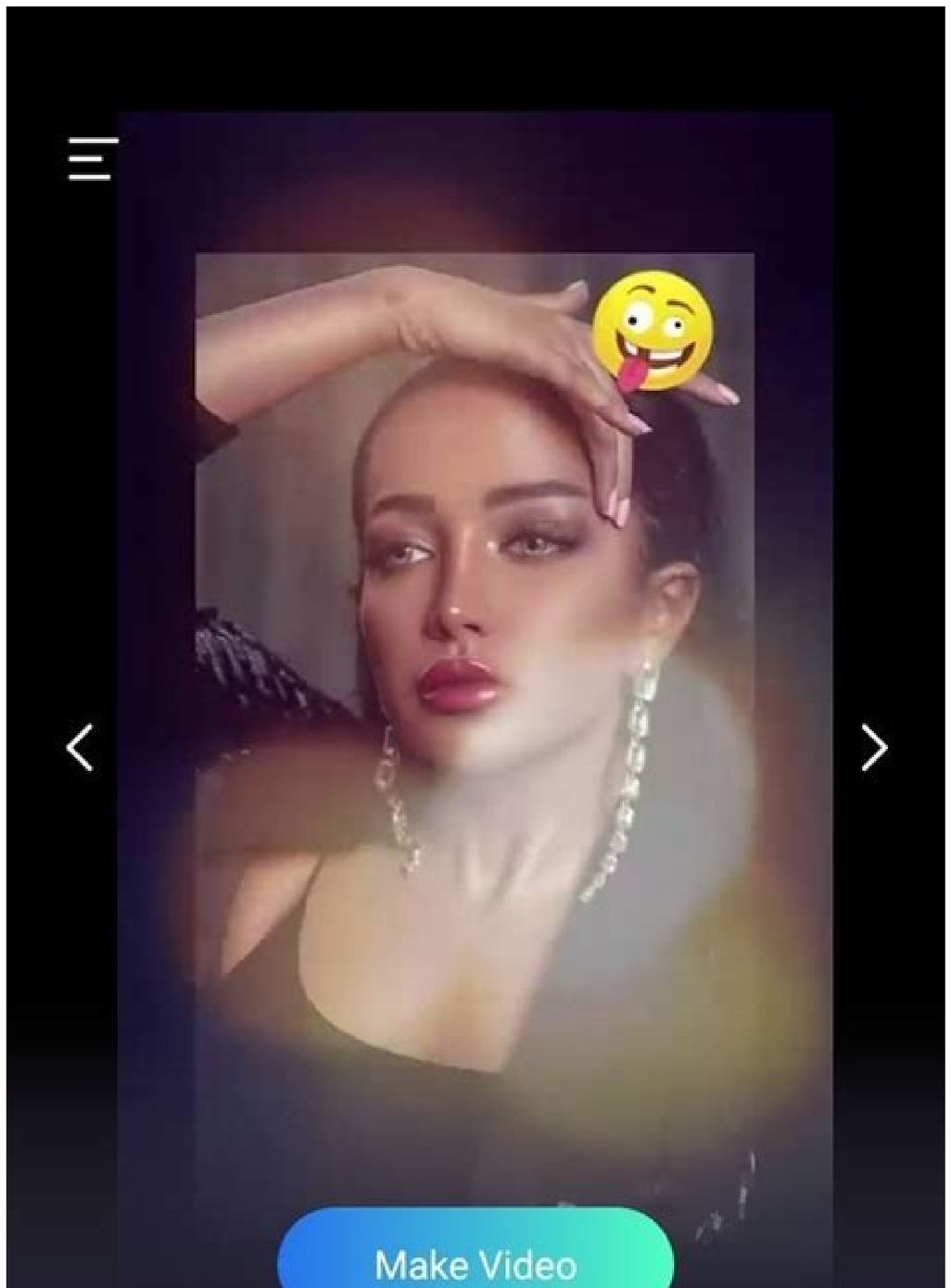

When playback reaches the end of the stream, playback ends. If the looping mode is set to true with setLooping(boolean), the MediaPlayer object stays in the Started state. When the repeat mode is set to false, the player module calls the user-supplied callback method OnCompletion.onCompletion() if the OnCompletionListener was previously registered with setOnCompletionListener(android.media.MediaPlayer.OnCompletionListener). Calling the callback signals that the object is now in the PlaybackCompleted state. In the PlaybackCompleted state, calling start() can restart the audio/video source from the beginning. Method Name Valid States Invalid States Comments attachmentAuxEffect {Initialized, Ready, Running, Suspended, Stopped, Stopped} {Idle, Error} This method must be called after setDataSource has been set. The call does not change the state of the object. getAudioSessionId any {} This method can be called in any state and calling it does not change the state of the object. getCurrentPosition {Idle, Initialized, Prepared, Started, Paused, Stopped, PlaybackCompleted} {Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid state puts the object in the error state. getDuration {Ready, Running, Paused, Stopped, Playing Complete} {Idle, Initialized, Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid state puts the object in the error state. getVideoHeight {Idle, Initialized, Prepared, Started, Paused, Stopped, PlaybackCompleted} {Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid state puts the object in the error state. getVideoWidth {Idle, Initialized, Prepared, Started, Paused, Stopped, PlaybackCompleted} {Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid statethe object is in an error state. isPlaying {Idle, Initialized, Prepared, Started, Paused, Stopped, PlaybackCompleted} {Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid state causes the object to enter an error state. pause {Started, Paused, PlaybackCompleted} {Idle, Initialized, Prepared, Stopped, Error} A successful call to this method in a valid state places the object in a paused state. Calling this method in an invalid state causes the object to enter an error state. Prepare {Initialized, Stopped} {Idle, Prepared, Started, Paused, PlayFinished, Error} A successful call to this method in a valid state places the object in a prepared state. Calling this method in an invalid state throws an IllegalStateException. PrepareAsync {initialized, stopped} {idle, prepared, started, stopped, playdone, error} A successful call to this method in a valid state places the object in the prepare state. Calling this method in an invalid state throws an IllegalStateException. release any {} After release() you are no longer allowed to interact with the object. reset { Idle , Initialized , Ready , Started , Paused , Stopped , Playing Complete , Error } {} After reset() , the object looks like it was just created. seekTo {Ready, Started, Paused, Playing Complete} {Idle, Initialized, Stopped, Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid state causes the object to enter an error state. setAudioAttributes {Idle, Initialized, Stopped, Ready, Started, Paused, Playing Complete} {Error} A successful call to this method does not change the state. This method must be called before prepare() or prepareAsync() for the target audio attribute type to take effect. setAudioSessionId {Idle} {Initialized, Prepared, Started, Paused, Stopped, Finished Playing, Error} Like the audio session ID, this method should be called during idle timebefore calling setDataSource. Its invocation does not change the state of the object. setAudioStreamType (deprecated) { Idle , Initialized , Stopped , Prepared , Started , Stopped , PlayFinished } { error } A successful call to this method does not change the state. This method must be called before prepare() or prepareAsync() for the target audio stream type to take effect. setAuxEffectSendLevel any {} Calling this method does not change the state of the object. setDataSource {Idle} {initialized, prepared, started, paused, stopped, replay complete, error} A successful call to this method in a valid state puts the object in the initialized state. Calling this method in an invalid state throws an IllegalStateException. setDisplay any {} This method can be called in any state, and calling it does not change the state of the object. setSurface any {} This method can be called in any state, and calling it does not change the state of the object. setVideoScalingMode {Initialized, Prepared, Started, Stopped, Paused, PlayFinished} {idle, error} A successful call to this method does not change the state. setLooping {Idle, Initialized, Stopped, Prepared, Started, Paused, PlaybackCompleted} {Error} A successful call to this method in a valid state does not change the state. Calling this method in an invalid state puts the object in the error state. isLooping any {} This method can be called in any state, and calling it does not change the state of the object. setOnBufferingUpdateListener any {} This method can be called in any state, and calling it does not change the state of the object. setOnCompletionListener any {} This method can be called in any state, and calling it does not change the state of the object. setOnErrorListener any {} This method can be called in any state, and calling it does not change the state of the object. setOnPreparedListener any {} This method can be called in any state, and calling it does not change the state of the object. setOnSeekCompleteListener any {} This method can be called on anyand calling them does not change the state of the object. setPlaybackParams {Initialized, Ready, Running, Paused, Playback Complete, Error} {Idle, Stopped} This method sometimes changes state depending on when it is called. setScreenOnWhilePlaying any {} This method can be called in any state, and calling it does not change the state of the object. setVolume {Idle, Initialized, Stopped, Prepared, Started, Paused, PlaybackCompleted} {Error} A successful call to this method does not change state. setWakeMode any {} This method can be called in any state, and calling it does not change the state of the object. start {Done, Running, Paused, Playback completed} {Idle, Initialized, Stopped, Error} A successful call to this method in a valid state sets the object to the Running state. Calling this method in an invalid state puts the object in an error state. stop {Ready, Running, Stopped, Paused, Playing Complete} {Idle, Initialized, Error} A successful call to this method in a valid state puts the object into the Stopped state. Calling this method in an invalid state puts the object in an error state. getTrackInfo {Ready, Running, Stopped, Paused, Playing Complete} {Idle, Initialized, Error} A successful call to this method does not change state. addTimedTextSource {Ready, Running, Stopped, Paused, Playing Complete} {Idle, Initialized, Error} A successful call to this method does not change state. selectTrack {Ready, Running, Stopped, Paused, Playing Complete} {Idle, Initialized, Error} A successful call to this method does not change the status. deselectTrack {Ready, Running, Stopped, Paused, Playing Complete} {Idle, Initialized, Error} A successful call to this method does not change state. You may need to declare an appropriate WAKE_LOCK permission element. This class requires the Manifest.permission.INTERNET permission when used with network content. Callbacks Applications may want to registerInformation and error events to be notified of some internal state updates and potential runtime errors during playback or streaming. Registration of these events is done by properly setting the appropriate listeners (by calling setOnPreparedListener, setOnVideoSizeChangedListener, setOnSeekCompleteListener, setOnCompletionListener, setOnBufferingUpdateListener, setOnInfoListener, setOnErrorListener, etc.). To get the appropriate callbacks associated with these listeners, applications must create MediaPlayer objects on the thread that runs their own looper (by default, the main UI thread runs the looper). Class MediaPlayer.DrmInfo Encapsulates native DRM properties. Class MediaPlayer.MetricsConstants Class MediaPlayer.NoDrmSchemeException Thrown if the DRM method is called before the DRM schema is prepared using PrepareDrm(). Interface MediaPlayer.OnBufferingUpdateListener to have a callback interface. Called when specifying the buffer status of a media resource streamed over the network. The MediaPlayer.OnCompletionListener interface defines a callback interface that is invoked when the media source has finished playing. Interface Interface MediaPlayer.OnDrmConfigHelper A callback definition that is invoked when an application can perform DRM configuration (get/set properties) before opening a session. Interface Definition of the MediaPlayer.OnDrmInfoListener interface for the callback to be called when DRM information is available. Interface Definition of the MediaPlayer.OnDrmPreparedListener interface for a callback to notify the application. when the DRM is ready for basic requests t/response interface MediaPlayer.OnErrorListener Defines the interface to call back if an error occurs during an asynchronous operation (other error-handling methods throw exceptions when called). Interface Definition of the MediaPlayer.OnInfoListener interface for a callback that is called to announce information and/or a warning about itmedia or playback. Interface MediaPlayer.OnMediaTimeDiscontinuityListener Interface definition for a callback that is called when a normal media time stream is detected. Interface MediaPlayer.OnPreparedListener Interface definition for a callback that will be called when the media source is ready to be played. Interface MediaPlayer.OnSeekCompleteListener Interface definition for a callback that indicates the completion of a seek operation. Interface MediaPlayer.OnSubtitleDataListener Defines the interface to call back when new subtitle data is available for the player's subtitle track. MediaPlayer.OnTimedMetaDataAvailableListener Interface definition for the callback when timing metadata is available for the header. Interface MediaPlayer.OnTimedTextListener Interface definition to call back when scheduled text is available for display. n Callback when video size is first known or updated. Class MediaPlayer.ProvisioningNetworkErrorException Thrown when a device requires DRM deployment, but the deployment attempt failed due to a network error (Internet availability, timeout, etc.). Class MediaPlayer.ProvisioningServerErrorException Thrown when a device requires DRM provisioning, but the provisioning attempt failed because the provisioning server denied the request. MediaPlayer.TrackInfo class A MediaPlayer class to return metadata for each audio/video/subtitle track. Default constructor for MediaPlayer() . void addOnRoutingChangedListener(AudioRouting.OnRoutingChangedListener listener, handler) Adds an AudioRouting.OnRoutingChangedListener to receive notifications of routing changes in this media player. void addTimedTextSource(FileDescriptor fd, String mimeType) Adds an external timed text source file (FileDescriptor). void addTimedTextSource(string path, string mimeType)external synchronized text source file. void addTimedTextSource (FileDescriptor fd , long offset , long length , String mime) Adds an external timed text source (FileDescriptor). void addTimedTextSource(Context context, Uri uri, String mimeType) Adds an external timed text source (Uri) file. void AttachAuxEffect(int effectId) Attaches an additional effect to the player. void clearonmediatimediscontinuitylistener () clears a listener previously set by setonmediatimediscontinuitylistener (Android.media.mediplayer.onmediatimediscontinuitylistener) or setonmediatimediscontinuitylistener (and android.media.mediAyer.onMediScontinuitylistererer (androids.mediAyer.onMediTiScontiTeRaterenererer. android.media.MediaPlayer.OnSubtitleDataListener, android. os.Handler).static MediaPlayer create(Context context, Uri uri, SurfaceHolder, AudioAttributes audioAttributes, int audioSessionId) Same factory method as create(android.content.Context, android.net.Uri, android.view.SurfaceHolder), but you can use this AudioAttributes.attributes and the session ID to use for the new MediaPlayer instance.static MediaPlayer create(Context context, int resid, audioAttributes audioAttributes, int audioSessionId) Same factory method as create(android.content.Context, int) but which allows you to specify the audio attributes and session ID to use already najam A media player instance must be used. static MediaPlayer create(Context, Uri Uri, SurfaceHolder) A convenient way to create a MediaPlayer for a given URI. static MediaPlayer create(Context context, int resid) A convenient way to create a MediaPlayer for a given resource ID. static MediaPlayer create(Context context, Uri uri) A convenient way to create a MediaPlayer for a given URI. VolumeShaper createVolumeShaper(VolumeShaper.Configuration configuration) Returns a VolumeShaper object that can do this.used to change the volume envelope of a player or track. void desselectTrack(int index) Deselects a track. int getAudioSessionId() Returns the audio session ID. int getCurrentPosition() Retrieves the current playback position. MediaPlayer.DrmInfo getDrmInfo() Gets the DRM information associated with the current source. String getDrmPropertyString(String propertyName) Gets the String value of the DRM plugin property and specifies the String property name. int getDuration() Retrieves the duration of the file. MediaDrm.KeyRequest getKeyRequest(byte[] keySetId, byte[] initData, String mimeType, int keyType, Map optionParameters) The application and license server exchange a key request/response to obtain the keys or release in use. to decrypt encrypted content. PersistableBundle getMetrics() Returns the metrics for the current player. PlaybackParams getPlaybackParams() Retrieves the playback parameters containing the current playback speed. AudioDeviceInfo getPreferredDevice() Returns the selected output specified by setPreferredDevice(AudioDeviceInfo). AudioDeviceInfo getRoutedDevice() Returns an AudioDeviceInfo that identifies the current routing for this MediaPlayer. Note. The query is only valid if the MediaPlayer is currently playing. int getSelectedTrack(int trackType) Returns the index of the currently selected audio, video, or subtitle track for playback. The return value is an index into the array returned by getTrackInfo() and can be used in calls to selectTrack(int) or unselect path(int). SyncParams getSyncParams() Gets the A/V sync mode. MediaTimestamp getTimestamp() Retrieves the current playback position as a MediaTimestamp. TrackInfo[] getTrackInfo() Returns an array of track information. int getVideoHeight() Returns the height of the video. int getVideoWidth() Returns the width of the video. boolean isLooping() Tests if the MediaPlayer is looping. boolean isPlaying() Checks if the media player is playing. void pause() Pauses playback. Undo prepare()Player to play synchronously. void preAsync() Prepares the player for asynchronous playback. void PrepareDrm(UUID uuid) Prepares DRM for the current source. If OnDrmConfigHelper is registered, it is called during deployment to allow configuration of DRM properties before opening a DRM session. byte[] ProvideKeyResponse(byte[] keySetId, byte[] response) The key request response is received by the application from the license server and then forwarded to the DRM plugin using ProvideKeyResponse. void release() Releases the resources associated with this MediaPlayer object. void releaseDrm() Releases the DRM session. The player must have an active DRM session and must be paused or prepared before this call can be made. void removeOnRoutingChangedListener(AudioRouting.OnRoutingChangedListener listener) Removes the AudioRouting.OnRoutingChangedListener previously added to receive redirection notifications. void reset() Resets the media player to an uninitialized state. void restoreKeys(byte[] keySetId) Restore persistent offline keys in a new session. void seekTo(int msec) Seeks the specified position in time. void seekTo(long msec, int mode) Moves the media to the specified time position in the specified mode. void selectTrack(int index) Selects a track. void setAudioAttributes(AudioAttributes) Sets audio attributes for this media player. void setAudioSessionId(int sessionId) Sets the audio session ID. void setAudioStreamType(int streamtype) This method is deprecated in API level 26. use setAudioAttributes(android.media.AudioAttributes) void setAuxEffectSendLevel(float level) Sets the player's send level to the attached auxiliary effect. void setDataSource(AssetFileDescriptor afd) Sets the data source to be used (AssetFileDescriptor). void setDataSource(FileDescriptor fd) Sets the data source (FileDescriptor) to use. void setDataSource(FileDescriptor fd, long offset, long length) Sets the data source (FileDescriptor) tovoid setDataSource(String path) Sets the data source to use (file path or http/rtsp URL). void setDataSource(context, Uri uri, Map headers, List cookies) Sets the data source as the content URI. void setDataSource(context, Uri uri, Map headers) Sets the data source as the content Uri. void setDataSource(MediaDataSource dataSource) Sets the data source to use (MediaDataSource). void setDataSource(Context context, Uri uri) Sets the data source as the Uri content. void setDisplay(SurfaceHolder sh) Sets the SurfaceHolder to use to display the video portion of the media. void setDrmPropertyString(String propertyName, String value) Set the String property value of the DRM plug-in. void setLooping(boolean loop) Sets the player to loop or not. void setNextMediaPlayer(MediaPlayer next) Set the MediaPlayer to start when this MediaPlayer finishes playing (i.e. void setOnBufferingUpdateListener(MediaPlayer.OnBufferingUpdateListener listener) Register a callback that will be called if the network stream listener is voidiaPlayerListener.) Register a callback when playback reaches the end of the media source. Void setOnDrmConfigHelper(MediaPlayer.OnDrmConfigHelper listener) Register a callback that will be called to configure the DRM object before creating the session. void setOnDrmInfoListener(MediaPlayer).OnDrmInfoListener listener) Register a callback to be called when DRM information is known. void setOnDrmInfoListener(MediaPlayer.OnDrmInfoListener listener, Handler handler) Registers a callback to be called when DRM information is known. Void Listener Handler setOnDrmPreparedListener.HandparlerOnD) Register an r callback that will be called when the DRM object is ready. void setOnDrmPreparedListener(MediaPlayer.OnDrmPreparedListener listener) Register a callback to call whenthe object is ready. void setOnErrorListener(MediaPlayer.OnErrorListener listener) Register a callback to be fired when an error occurs during an asynchronous operation. void setOnInfoListener(MediaPlayer.OnInfoListener listener) Register a callback that will be called when information/warning occurs. void setOnMediaTimeDiscontinuityListener(MediaPlayer.OnMediaTimeDiscontinuityListener listener, handler) Sets the listener to be called when media time discontinuity is detected. void setOnMediaTimeDiscontinuityListener(MediaPlayer.OnMediaTimeDiscontinuityListener listener) Sets the listener to be called when media time discontinuity is detected. void setOnPreparedListener(MediaPlayer.OnPreparedListener listener) Register a callback to be called when the media source is ready to play. void setOnSeekCompleteListener(MediaPlayer.OnSeekCompleteListener listener) Register a callback to be called when the search operation is complete. void setOnSubtitleDataListener(MediaPlayer.OnSubtitleDataListener listener) Sets the listener to be called when new data is available for the subtitle track. void setOnSubtitleDataListener(MediaPlayer.OnSubtitleDataListener listener, Handler) Sets the listener to be called when new data is available for the subtitle track. void setOnTimedMetaDataAvailableListener(MediaPlayer.OnTimedMetaDataAvailableListener listener) Register a callback to be called when synchronized metadata is available for the selected path. void setOnTimedTextListener(MediaPlayer.OnTimedTextListener listener) Register a callback that will be called when there is timed text available to display. void setOnVideoSizeChangedListener(MediaPlayer.OnVideoSizeChangedListener listener) Register a callback to be called when the video size is known or updated. void setPlaybackParams (PlaybackParams parameters) Sets the playback speed using PlaybackParams. boolean setPreferredDevice(AudioDeviceInfo deviceInfo) Specifies the audio device (via the AudioDeviceInfo object) to redirectExit from this media player. void setScreenOnWhilePlaying(boolean screenOn) Sets whether to use the attached SurfaceHolder to keep the screen on during video playback. void setSurface(surface) Sets the surface used as the sink for the video portion of the media. void setSyncParams(SyncParams params) Sets the A/V sync mode. void setVideoScalingMode(int mode) Sets the video scaling mode. void setVolume(float leftVolume, float rightVolume) Sets the volume of this player. void setWakeMode(context context, mode int) Sets the low power management behavior for this media player. void start() Starts or resumes playback. void stop() Stops playback when playback is started or paused. void finalize() Invokes the garbage collector on an object when the garbage collector determines that there are no more references to the object. public static final int MEDIA_ERROR_IO Operational error related to file or network. Constant value: -1004 (0xfffffc14) public static final int MEDIA_ERROR_MALFORMED The bitstream does not conform to the encoding standard or file specification. Constant value: -1007 (0xfffffc11) public static final int MEDIA_ERROR_NOT_VALID_FOR_PROGRESSIVE_PLAYBACK The video is streamed and its container is not suitable for progressive playback, i.e. the video index (e.g. atom moov) is not at the beginning of the file. See also: MediaPlayer.OnErrorListener Constant value: 200 (0x000000c8) public static final int MEDIA_ERROR_SERVER_DIED The media server is down. In this case, the application must free the MediaPlayer object and instantiate a new one. See also: MediaPlayer.OnErrorListener Constant value: 100 (0x00000064) public static final int MEDIA_ERROR_TIMED_OUT Some operations take too long, usually more than 3-5 seconds. Fixed value: -110 (0xffffff92) public static final int MEDIA_ERROR_UNSUPPORTED The bitstream conforms to the appropriate encoding standard or file specification, but the multimedia platform does not support this function. constant-1010 (0xfffffc0e) public static final int MEDIA_INFO_AUDIO_NOT_PLAYING Indicates that audio is not played. Please note that video playback will not be interrupted. See also: MediaPlayer.OnInfoListener Constant value: 804 (0x00000324) public static final int MEDIA_INFO_BAD_INTERLEAVING Bad interlacing means that the media was interlaced incorrectly or not interleaved at all. B. First all video samples, then all audio samples. The video will play, but there may be multiple disk searches. See also: MediaPlayer.OnInfoListener Constant value: 800 (0x00000320) public static final int MEDIA_INFO_BUFFERING_END MediaPlayer resumes playback when buffers are full. See also: MediaPlayer.OnInfoListener Constant value: 702 (0x000002be) public static final int MEDIA_INFO_BUFFERING_START MediaPlayer temporarily pauses playback for internal data buffering. See also: MediaPlayer.OnInfoListener Constant value: 701 (0x000002bd) public static final int MEDIA_INFO_UNSUPPORTED_SUBTITLE The subtitle track was not supported by the media platform. See also: MediaPlayer.OnInfoListener Constant value: 901 (0x00000385) public static final int MEDIA_INFO_VIDEO_NOT_PLAYING Indicates that the video is not playing. Note that audio playback is not interrupted. See also: MediaPlayer.OnInfoListener Constant value: 805 (0x00000325) public static final int MEDIA_INFO_VIDEO_RENDERING_START The player has just moved the first frame of the video to render. See also: MediaPlayer.OnInfoListener Constant value: 3 (0x00000003) public static final int MEDIA_INFO_VIDEO_TRACK_LAGGING The video is too hard for the decoder to decode the frames fast enough. Perhaps only audio is playing correctly at this point. See also: MediaPlayer.OnInfoListener Constant value: 700 (0x000002bc) public static final int PREPARE_DRM_STATUS_PREPARATION_ERROR DRM preparation failed. Fixed value: 3 (0x00000003) public static final int PREPARE_DRM_STATUS_PROVISIONING_NETWORK_ERROR Required deviceprovisioning server but was unable to connect to the provisioning server. Fixed value: 1 (0x00000001) public static final int PREPARE_DRM_STATUS_PROVISIONING_SERVER_ERROR The device requested DRM support but the provisioning server rejected the request. Constant value: 2 (0x00000002). time. See also: Constant value: 3 (0x00000003) public static final int SEEK_CLOSEST_SYNC This mode is used with the seekTo(long, int) function to move a media position to a sync frame (or key) associated with the closest data source (for time) or to a specified time. See also: Constant value: 2 (0x00000002) public static final int SEEK_NEXT_SYNC This mode is used with the seekTo(long, int) function to move a media item to a sync (or key) frame associated with a data source immediately after or at a specified time. See also: Constant value: 1 (0x00000001) public static final int SEEK_PREVIOUS_SYNC This mode is used with the seekTo(long, int) function to move a media item to a sync (or key) frame associated with a data source that is immediately before or at a certain time. See also: Constant value: 0 (0x00000000) public static final int VIDEO_SCALING_MODE_SCALE_TO_FIT Specifies the video scaling mode. The content will be stretched to the surface render area. When the surface has the same aspect ratio as the content, the content aspect ratio is preserved; otherwise, the aspect ratio of the content will not be preserved when rendering the video. Unlike VIDEO_SCALING_MODE_SCALE_TO_FIT_WITH_CROPPING, this video resizing mode does not crop the content. Fixed value: 1 (0x00000001) public static final int VIDEO_SCALING_MODE_SCALE_TO_FIT_WITH_CROPPING Specifies the video scaling mode. The content will be reduced and the proportions will be preserved. The whole area is always used. When the proportionsthe content is the same as the surface, the content is not inverted; Otherwise the content will be adapted to the interface. Constant value: 2 (0x00000002) public MediaPlayer() Default constructor. Consider using one of the Create() methods to synchronously create a MediaPlayer instance from a URI or resource. When you're done using the instance created with the instance, you need to call release() . This will release any previously purchased resources. public void addTimedTextSource (FileDescriptor fd, String mimeType) Adds an external timed text source file (FileDescriptor). It is the caller's responsibility to close the filehandle. This can be done safely once this call returns. The currently supported format is SubRip. Note that a single external text source can contain multiple entries over time. The total number of tracks available can be obtained using getTrackInfo() to see what other tracks are available after calling this method. Parameters fd FileDescriptor: The file descriptor of the file you want to play. mimeType String: The MIME type of the file. It must be one of the types of mimicry listed above. public void addTimedTextSource(String path, String mimeType) Adds an external timed text source file. The currently supported format is SubRip with the file extension .srt, case sensitive. Note that a single external text source can contain multiple entries over time. The total number of tracks available can be obtained using getTrackInfo() to see what other tracks are available after calling this method. Parameters path String: The file path of the external text source file with time. mimeType String: MIME file type. It must be one of the types of mimicry listed above. public void addTimedTextSource (FileDescriptor fd , long offset , long length , String mime) Adds an external timed text source (FileDescriptor). It is the caller's responsibility to close the filehandle. This can be done safely once this call returns. The currently supported format is SubRip. Note that an externala text source can contain multiple paths. The total number of available tracks can be found using the getTrackInfo() method to see what other tracks will be available after calling this method. Parameters fd FileDescriptor: The file descriptor you want to play. offset long: offset to the file where the data to be played starts, in bytes long: length of the data to be played, in bytes mime String: MIME type of the file. It must be one of the above MIME types. public void addTimedTextSource(Context context, Uri uri, String mimeType) Adds an external text source file with the specified time (Uri). The currently supported SubRip format is case-insensitive .srt. Note that one external synchronized

text source can contain multiple paths. The total number of available tracks can be found using the getTrackInfo() method to see what other tracks will be available after calling this method. Parameter Context Context: The context used for the resolution. Uri uri Uri: The content URI of the data you want to play. mimeType String: The MIME type of the file. It must be one of the above MIME types. public void attachmentAuxEffect (int effectId) Adds an auxiliary effect to the player. A common auxiliary effect is the reverb effect, which can be applied to any sound source that directs a certain amount of its energy to the effect. This amount is determined using setAuxEffectSendLevel(). See setAuxEffectSendLevel (float). After creating a helper effect (eg EnvironmentReverb), get its ID using AudioEffect.getId() and use it when calling this method to attach a player to the effect. To detach an effect from the player, call this method with an empty effect ID. This method must be called after one of the overloaded setDataSource methods. Parameters effectId int: The system unique ID of the effect to enable the public static MediaPlayer create(Context context, int resid, AudioAttributes audioAttributes, int audioSessionId) Same factory methodcreate(android.content.Context, int) but allows you to specify audio attributes and a session id to use on the new MediaPlayer instance. Parameters context Context: the context to use resid int: the raw resource identifier (R.raw.) for the resource to be used as the data source. AudioAttributes AudioAttributes: The audio attributes to be used by the media player. audioSessionId int: The audio session ID used for the media player. See AudioManager#generateAudioSessionId() to get a new session. MediaPlayer Returns a MediaPlayer object, or null if creation failed. public static MediaPlayer create(Context context, Uri uri, SurfaceHolder) A convenient way to create a MediaPlayer for a specific Uri. If successful, the Prepare() function has already been called and should not be called again. When you're done using the created instance, you must call release(). This will release all previously purchased resources. Note that you cannot change the new MediaPlayer's audio session id (see setAudioSessionId(int)) or audio attributes (see setAudioAttributes(android.media.AudioAttributes)), because Prepare() is automatically called in the context of this method using Uri Uri : Uri from which to get the SurfaceHolder data source holder: The SurfaceHolder used to display the video. Returns the MediaPlayer MediaPlayer object, or null if creation failed. public static MediaPlayer create(Context context, int resid) A convenience method for creating a MediaPlayer for the given resource ID. If this succeeds, "prepare()" has already been called and should not be called again. When you're done using the created instance, you must call release(). This releases all previously existing resources. Note that the new MediaPlayer parameter must be set to an audio session ID (see setAudioSessionId(int)) or audio attributes (see setAudioAttributes(androi d.media.AudioAttributes).Context: context to use rezid int: raw resource ID (R.raw.) of the resource to be used as the data source. Returns a MediaPlayer MediaPlayer object or null if creation failed. public static MediaPlayer(Context context, Uri uri) A convenient way to create a MediaPlayer for a specific Uri. If successful, Prepare() has already been called and should not be called again. When you're done using the created instance, you need to call release() . This will free up all previously purchased resources. Note that you cannot change the new media player's audio session ID (see setAudioSessionId(int)) or audio attributes (see setAudioAttributes(android.media.AudioAttributes)) because the Prepare() method is automatically called in this method. Parameters context Context: Uri context Uri to use: Uri to get the data source Returns the MediaPlayer MediaPlayer object or null if creation failed. public void desselectTrack(int index) Deselect track Currently, the track must be a text track over time and no audio or video track can be deselected. If the time text path identified by the index is not previously selected, an exception is thrown Parameters index int: Index of the path to be deselected The valid range of the pointer is 0.. Total number of tracks - 1 The total number of tracks as well as the number of each record type that can be selected specified with can be found by calling the getTrackInfo() method. Throws an IllegalStateException if raised in an illegal state. public int getAudioSessionId() At spins the audio session ID. Returns the audio session ID. Note that the audio session ID is only 0 if there was a problem creating the media player. public int getCurrentPosition() Retrieves the current playback position. Returns int the current position in milliseconds. public int getDuration() Gets the duration of the file. Returns the duration in milliseconds, if duration is not available (e.g. when streaming live content), -1 is returned. publiclygetKeyRequest (byte[] keySetId, byte[] initData, String mimeType, int keyType, Map optionalParameters) The application and license server exchange a key request/response to obtain or release keys used to decrypt encrypted data. . content. getKeyRequest() is used to get the key request opaque byte array that is supplied to the license server. An opaque byte array of the key request is returned in the KeyRequest.data file. The preferred URL for key request delivery is returned in KeyRequest.defaultUrl. After the application receives the key request response from the server, it must send the response to the DRM plugin using the ProvideKeyResponse(byte[], byte[] method). Parameters keySetId byte: This is the key set identifier for the offline keys that will be released when the key type is set to MediaDrm#KEY_TYPE_RELEASE. For other key queries, set to null if the key type is MediaDrm#KEY_TYPE_STREAMING or MediaDrm#KEY_TYPE_OFFLINE. initData byte: This is container-specific initialization data if the key type is set to MediaDrm#KEY_TYPE_STREAMING or MediaDrm#KEY_TYPE_OFFLINE. Its value is interpreted based on the MIME type specified in the mimeType parameter. It may contain, for example, a content identifier, a key identifier, or other data derived from content metadata that is required when making a key request. If the key type is set to MediaDrm#KEY_TYPE_RELEASE, it must be set to null. mimeType String: Specifies the MIME type of the content. This value can be zero. keyType int: Specifies the request type. The request may be to obtain keys for streaming, MediaDrm#KEY_TYPE_STREAMING or offline content MediaDrm#KEY_TYPE_OFFLINE, or to release previously acquired keys (MediaDrm#KEY_TYPE_RELEASE) identified by keySetId. The value is MediaDrm.KEY_TYPE_STREAMING, MediaDrm.KEY_TYPE_OFFLINE, or MediaDrm.KEY_TYPE_RELEASE.This can be null if no additional parameters need to be passed. Returns MediaDrm.KeyRequest This value cannot be empty. Throws a MediaPlayer.NoDrmSchemeException if there is no active DRM session. If the player is not playing, the device returned may be empty or the same as the device previously selected when the player was last active. public int getSelectedTrack(int trackType) Returns the index of the audio, video, or subtitle track currently selected for playback. The returned value is the index of the array returned by the getTrackInfo() function and can be used in selectTrack(int) or deseselectTrack(int) calls. Returns the integer index of the audio, video, or subtitle track currently selected for playback; a negative integer is returned if no track is selected for trackType or if the track type is not one of the audio, video, or subtitle options. Throws an IllegalStateException if called after release(). See also: getTrackInfo()selectTrack(int)deselectTrack(int) public MediaTimestamp getTimestamp() Get the current playback position as a MediaTimestamp. MediaTimestamp shows how media time is linearly correlated to system time using an anchor and clock speed. During normal playback, the media time moves fairly constantly (although the keyframe can again be based on the current system time, the linear correlation remains constant). Therefore, this method does not need to be called frequently. To help users get the current playback position, this method always anchors the timestamp to the current system time, so MediaTimestamp#getAnchorMediaTimeUs can be used as the current playback position. Returns a MediaTimestamp MediaTimestamp object if a timestamp is available, or null if no timestamp is available, e.g. B. because the media player was not initialized. public TrackInfo[] getTrackInfo() Returns an arraysong information. Returns a TrackInfo[] array with track information. The total number of entries is the length of the array. Must be called again if adding an external text source with a specific time after calling one of the addTimedTextSource methods. Throws an IllegalStateException if thrown in an illegal state. public Boolean isLooping() Tests whether MediaPlayer is looping or not. Returns a Boolean true if MediaPlayer is currently in a loop, false otherwise. public boolean isPlaying() Checks if MediaPlayer is playing. Returns true if currently playing, false otherwise, throws an IllegalStateException if the player's internal engine is uninitialized or omitted. public void pause() Pauses playback. Call start() to continue. public void Prepare() Synchronously prepares the player for playback. After setting the data source and display surface, call prepar() or preAsync(). Files can call ready() which blocks until MediaPlayer is ready to play. public void PrepareAsync() Asynchronously prepares the player for playback. After setting the data source and display surface, call prepar() or preAsync(). Streams should call the preAsync() method, which will return immediately instead of blocking until enough data has been buffered. Throws an IllegalStateException if called in an illegal state. public void preparDrm (UUID uuid) Prepares the DRM for the current resource If OnDrmConfigHelper is registered, it is called during the prepare to allow the DRM properties to be configured before the DRM session is opened. Note that the callback is invoked synchronously on a thread named readyDrm. It should only be used for a series of getDrmPropertyString and setDrmPropertyString calls and should refrain from long-running operations. If the device was not previously provisioned, this call also exposes the device, which includes and can access the provisioning serervariable completion time depending on network connection. If an OnDrmPreparedListener is registered, PrepareDrm() will run in non-blocking mode during background preparation and return. The listener will be called after initialization and preparation are complete. If OnDrmPreparedListener is not registered, PrepareDrm() will wait for initialization and preparation to complete, i.e., it will run in blocking mode. If OnDrmPreparedListener is registered, it is called to indicate that the DRM session is ready. The application should not make any assumptions about the order in which it is called (for example, before or after readyDrm returns) or about the thread context in which the listener will execute (unless the listener is registered in the handler thread). Parameters uuid UUID: UUID of the encryption scheme. If not known in advance, it can be obtained from the source using getDrmInfo or by registering a DrmInfoListener. This value cannot be zero. public byte[] ProvideKeyResponse(byte[] keySetId, byte[] response) The application receives the key response from the license server and then provides it to the DRM plugin using the ProvideKeyResponse function. When the key request response is offline, a keyset ID is returned, which can later be used to restore the keys in a new session using the {@link #restoreKeys} method. null is returned if the response is a streaming or skipping request. keySetId parameters byte: If the response is a release request, the keySetId identifies the stored key associated with the release request (i.e., the same keySetId that was passed in the previous call to {@link#getKeyRequest}. If the response is specified, it MUST be null .for streaming or individual requests key.response byte: Byte array response from server public void release() Releases the resources associated with this MediaPlayer object You should call this method when the instance is no longer needed) Starts a DRM session Player must be enabled DRMand must be in a suspended or ready state before making this call. Calling reset() implicitly releases the DRM session. public void reset() Resets the media player to an uninitialized state. After calling this method, it must be re-initialized by setting the data source and calling ready(). public void seekTo (int ms) Searches for the specified time position. Same as seekTo(long, int) with mode = SEEK_PREVIOUS_SYNC. Parameters msec int: Offset in milliseconds from start to public search. void seekTo(long ms, int mode) Moves the media to the specified time position after the specified mode. When seekTo completes, the user is notified via OnSeekComplete provided by the user. No more than one active seekTo is processed at any given time. If a seekTo needs to be completed, new seekTo requests are queued so that only the most recent request is saved. After the current seekTo completes, the queued request is processed if that request is different from the seekTo operation that just completed, ie H. the requested position or mode is different. Parameters msec long: offset in milliseconds from start to search. When searching for a specified time position, the data source is not guaranteed to have a frame located at that position. In this case, the adjacent frame is rendered. If msec is negative, the zero time position is used. If ms is greater than duration, duration is used. mode int: the mode that specifies where exactly to search. Use SEEK_PREVIOUS_SYNC if you want to search for a sync frame with a timestamp earlier than or equal to ms. Use SEEK_NEXT_SYNC if you want to seek a sync frame with a timestamp later than or equal to ms. Use SEEK_CLOSEST_SYNC to search for a sync frame whose timestamp is closest to or equal to ms. Use SEEK_CLOSEST if you want to search for a frame that may or may not be the sync frame but is closest or equal to it in ms. SEEK_CLOSEST is often more powerfulcompared to other options if msec. no sync frame inserted while Value is SEEK_PREVIOUS_SYNC, SEEK_NEXT_SYNC, SEEK_CLOSEST_SYNC or SEEK_CLOSEST public void selectTrack(index int) Selects the path. If the MediaPlayer is in an invalid state, it will throw an IllegalStateException. If MediaPlayer is in Started state, the selected track will be displayed immediately. If MediaPlayer is not in Running mode, it just marks the track to be played. In any valid state, if the same recording type is recalled multiple times (i.e. video, audio, text over time), the most recent one will be selected. By default, the first audio and video tracks are selected if available, even if this method is not called. However, no timed text track will be selected until this function is called. Currently, you can only select text, subtitle or audio with a certain time using this method. In addition, support for selecting a soundtrack at runtime is very limited, as the soundtrack can only be selected in the standby state. Parameter index int: The index of the song you want to select. The valid index range is 0..total number of tracks - 1. The total number of tracks, as well as the type of each individual track, can be found by calling the getTrackInfo() method. Throws an IllegalStateException if raised in an invalid state. public void setAudioSessionId (int sessionId) Sets the audio session ID. sessionId parameters int: ID of the audio session. The audio session ID is a system-wide unique identifier for the audio stream played by this instance of MediaPlayer. The primary use of an audio session ID is to associate sound effects with a specific instance of MediaPlayer: if an audio session ID is provided when creating a sound effect, the effect will only be applied to the audio content of media players within the same audio file. session, not a combination of outputs. After creating an instance, MediaPlayer will automatically generate its own audio session ID. However, you can force this playerPart of an existing audio session when this method is called. This method must be called before any of the overloaded setDataSource methods. Added in API Level 1 Deprecated in API Level 26 public void setAudioStreamType (int streamtype) This method has been deprecated in API Level 26. use setAudioAttributes(android.media.AudioAttributes) Sets the audio stream type for this media player. See AudioManager for a list of stream types. This method must be called before prepare() or prepareAsync() for the target stream type to take effect later. Parameters streamtype int: audio stream type public void setAuxEffectSendLevel (float level) Sets the send level of the player to the attached auxiliary effect. See AttachAuxEffect(int). The range of the level value is from 0 to 1.0. The default send level is 0, so even if an effect is connected to a player, this method must be called to apply the effect. Note that the passed level value is a raw scalar. The UI controls should scale logarithmically: the gain applied by the audio fabric ranges from -72 dB to 0 dB, so the corresponding conversion from UI line input x to level is: x == 0 -> level = 0 0 < x level = 10^ (72*(x-R)/20/R) Parameter level float: send level scalar public void setDataSource (AssetFileDescriptor afd) Specifies the data source (AssetFileDescriptor) to use. The caller is responsible for closing the file descriptor. That's for sure when the connection comes back. afd options AssetFileDescriptor: AssetFileDescriptor for the file you want to restore. This value cannot be empty. public void setDataSource(FileDescriptor fd) Sets the data source (FileDescriptor) to use. The caller is responsible for closing the file descriptor. That's for sure when the connection comes back. Parameters fd FileDescriptor: FileDescriptor for the file being played. public void setDataSource(FileDescriptor fd, long offset, long length) Sets the data source (FileDescriptor) to use. The file descriptor mustsearchable (note: LocalSocket is not searchable). The caller is responsible for closing the file descriptor. This can be safely done after the connection is restored. Parameters fd FileDescriptor: FileDescriptor of the file you want to restore. offset long: the offset to the file where the data to be restored begins, in bytes long: the length of the data to be restored, in bytes. public void setDataSource(String path) Sets the data source (file path or http/rtsp URL) to use. When a path points to a local file, that file may actually be opened by a process other than the calling application. This means that the path must be an absolute path (since every other process runs with an undefined current working directory) and that the path must refer to a file that is readable by everyone. Alternatively, the application can first open the file for reading and then use the setDataSource(java.io.FileDescriptor) file descriptor. Parameters path String: file path or http/rtsp URL of the stream you want to play publicly. void setDataSource(Context context, Uri uri, Map headers, List cookies) Sets the data source as Uri content. To deliver cookies for subsequent HTTP requests, you can set your own default cookie handler and use other variants of the setDataSource API instead. Alternatively, you can use this API to pass cookies as a list of HttpCookies. If the application has not yet set a CookieHandler, this API creates a CookieManager and populates its CookieStore with the provided cookies. If the application already has its own handler installed, this API requires the handler to be of type CookieManager so that the API can update the CookieStore manager. Note that cross-domain redirects are enabled by default, but this can be changed using key/value pairs using the header option with the key "android-allow-cross-domain-redirect" and the value key "0" or "1". disable or enable cross-domain redirection.context context: The context to use when resolving the URI. This value cannot be zero. uri Uri: The URI of the data content you want to play. This value cannot be zero. headers Map: headers to be sent with the data request. The header must not contain cookies. Use the cookie parameter instead. This value can be zero. Cookie list: Cookies to be sent with the request. This value can be zero. public void setDataSource(context, URI Uri, Map headers) Sets the data source as the content URI. Note that cross-domain redirection is enabled by default, but can be done via key/value pairs by using the header parameter with the key 'android-allow-cross-domain-redirect' and changing it to '0' or '1'. as a value to disable or enable cross-domain redirection. Context context: The context to use when resolving the Uri. This value cannot be zero. uri Uri: The URI of the data content you want to play. This value cannot be zero. headers Map: headers to be sent with the data request. This value can be zero. public void setDisplay(SurfaceHolder sh) Sets the SurfaceHolder to be used to display part of the video in the media. If a display or video sink is required, either a surface mount or surface must be set up. If this method or setSurface(android.view.Surface) is not called while the video is playing, only the audio track will be played. A null surface mount or surface will cause only the audio track to play. Parameters sh SurfaceHolder: The SurfaceHolder to use to display the video throws an IllegalStateException if the player's internal engine is not initialized or freed. public void setLooping(boolean loop) Sets the player to loop or not. Loop Parameters Boolean: Whether to loop or not. void setNextMediaPlayer (MediaPlayer next) Sets the MediaPlayer to start when this MediaPlayer finishes playing (ie reaches the end of the stream). Mass mediawill try to make the transition from this player to the next as smooth as possible. The next player can be set any time before quitting, but it must be after a successful call to the setDataSource method. The next player must be prepared by the application, and the application cannot call start() on it. The next MediaPlayer must be different from "this". An exception will be thrown if next == this. An application can call setNextMediaPlayer(null) to indicate that the next player should not start at the end of playback. If the current player continues the cycle, the cycle will continue and the next player will not start. Parameters next MediaPlayer: The player that will be launched after this player finishes playing. public void setOnBufferingUpdateListener(MediaPlayer.OnBufferingUpdateListener listener) Register a callback to be called when the state of the network stream buffer changes. MediaPlayer.OnBufferingUpdateListener parameter listener: callback to run. public void setOnCompletionListener(MediaPlayer.OnCompletionListener listener) Register a callback to be called when the end of the media source is reached during playback. Listener options MediaPlayer.OnCompletionListener: callback to run public void setOnDrmConfigHelper(MediaPlayer.OnDrmConfigHelper listener) Register a callback that will be called to configure the DRM object before the session is created. The callback will be called synchronously when PrepareDrm(java.util.UUID) is executed. MediaPlayer.OnDrmConfigHelper listener options: callback to run public void setOnDrmInfoListener(MediaPlayer.OnDrmInfoListener listener) Register a callback to be called when the DRM information is known. Parameter listener MediaPlayer.OnDrmInfoListener: Callback to run Parameter listenerThe callback that is being executed. MediaPlayer.OnDrmPreparedListener listener parameters: The callback is executed. Handler Handler: The handler that receives the callback. public void setOnDrmPreparedListener(Listener MediaPlayer.OnDrmPreparedListener) Registers a callback to be called when the DRM object is being prepared. Parameters listener MediaPlayer.OnDrmPreparedListener: The callback that will be executed. public void setOnErrorListener (MediaPlayer.OnErrorListener Listener) Registers a callback to be fired when an error is encountered during an asynchronous operation. Parameters listener MediaPlayer.OnErrorListener: Callback executed. public void setOnInfoListener(MediaPlayer.OnInfoListener listener) Registers a callback that will be called when information/alert is available. Parameters listener MediaPlayer.OnInfoListener: Callback executed. public void setOnMediaTimeDiscontinuityListener(MediaPlayer.OnMediaTimeDiscontinuityListener listener, handler handler) Sets the listener to be called when a media time discontinuity occurs. Parameters listener MediaPlayer.OnMediaTimeDiscontinuityListener: The listener to call after a break. This value cannot be zero. handler handler: handler that receives listener events. This value cannot be zero. public void setOnMediaTimeDiscontinuityListener (MediaPlayer.OnMediaTimeDiscontinuityListener listener) Sets the listener to call when a media time discontinuity occurs. The listener is called in the same thread where the media player was created. Parameters listener MediaPlayer.OnMediaTimeDiscontinuityListener: The listener to call after a break. This value cannot be zero. public void setOnPreparedListener(MediaPlayer.OnPreparedListener Listener) Registers a callback towhen the media source is ready to play. Parameters listener MediaPlayer.OnPreparedListener: callback to run public void setOnSeekCompleteListener(MediaPlayer.OnSeekCompleteListener listener) Registers a callback to be called when the seek operation is complete. Parameters listener MediaPlayer.OnSeekCompleteListener: callback to run public void setOnSubtitleDataListener(MediaPlayer.OnSubtitleDataListener listener) Sets the listener to be invoked when new data is available in the subtitle track. The subtitle data comes from the subtitle track previously selected with selectTrack(int). Use getTrackInfo() to determine which tracks are subtitled (type TrackInfo#MEDIA_TRACK_TYPE_SUBTITLE). The encoding of subtitle tracks can be determined using TrackInfo#getFormat()). See SubtitleData for an example of a subtitle encoding query. The listener is called on the same thread where the media player was created. Parameters listener MediaPlayer.OnSubtitleDataListener: listener to call when new data is available. This value cannot be empty. public void setOnTimedTextListener(MediaPlayer.OnTimedTextListener Listener) Registers a callback to be called when timed text is available for display. Parameters listener MediaPlayer.OnTimedTextListener: callback to run. public void setOnVideoSizeChangedListener(MediaPlayer.OnVideoSizeChangedListener Listener) Registers a callback to be called when the video size is known or updated. MediaPlayer.OnVideoSizeChangedListener parameter listener: callback to run public void setPlaybackParams(PlaybackParams params) Sets the playback speed using PlaybackParams. The object sets its internal PlaybackParams to the input, except when the input speed is zero, the object remembers the previous speed. This allows the object to resume its previous speed after calling start(). Calling before preparing the object does not change the state of the object. After the object is ready, the call is madewith zero speed is equivalent to calling pause(). Once the object has been prepared, calling it is equivalent to calling start() at non-zero speed. Parameters PlaybackParams: playback parameters. This value cannot be zero. public boolean setPreferredDevice(AudioDeviceInfo deviceInfo) Specifies the audio device (via an AudioDeviceInfo object) to send output from this media player. Parameters DeviceInfo AudioDeviceInfo: An AudioDeviceInfo that specifies the destination or source of the audio. If deviceInfo is null, default routing is restored. Returns the boolean value true on success and false if the specified audio device information is non-zero and does not match a valid audio device. public void setScreenOnWhilePlaying(boolean screenOn) Determines whether the attached SurfaceHolder should be used to hold the screen while the video is playing. This is the preferred method over setWakeMode(Context, int) when possible because the application does not need low-level access to the wake mode. Parameters screenOn boolean: enter "true" to leave the screen on, "false" to turn it off. public void setSurface(Surface) Sets the surface to use as the destination for the media video part. It is similar to setDisplay(android.view.SurfaceHolder) but does not support setScreenOnWhilePlaying(boolean). Surface setup disables any previously installed surface or surface holder. A null area will result in only the audio track being played. When a Surface sends frames to a SurfaceTexture, the timestamps returned by SurfaceTexture#getTimestamp() have an unspecified null point. These timestamps cannot be directly compared between different media sources, different instances of the same media source, or multiple launches of the same program. The timestamp usually increases monotonically and is independent of time-of-day adjustments, but resets when the position is adjusted. surface parameters. Surface: The surface used for video.Media. Throws an IllegalStateException if the player's internal engine has not been initialized or unloaded. public void setVolume (float leftVolume, float rightVolume) Sets the volume of this player. This API is recommended for balancing the output audio stream in your application. Unless you are writing an application to control user preferences, you should use this API instead of AudioManager#setStreamVolume(int, int, int) which sets the volume for ALL streams of a given type. Note that the volume values that are passed in are raw scalars between 0.0 and 1.0. UI controls should scale logarithmically. Parameters leftVolume float: left scalar volume rightVolume float: right scalar volume public Void setWakeMode (context context , mode int) Sets the low-level power management behavior of this media player. This can be used when the media player is not playing by using the SurfaceHolder bundled with setDisplay(android.view.SurfaceHolder) and thus the high level function setScreenOnWhilePlaying(boolean) can be used. This feature gives MediaPlayer access to a low-level power management service to control device power consumption during playback. The parameter is a combination of PowerManager activation flags. Manifest.permission.WAKE_LOCK is required to use this method. By default, no attempt is made to wake the device during playback. Parameters context context: context to use mode int: power/wake mode to set public void () Starts or resumes playback. If playback was previously paused, playback will resume from where it was paused. If playback is paused or never started, playback will start from the beginning. Throws an IllegalStateException if raised in an illegal state. public Void stop() Stops playback after starting or stopping playback. Protected Void finalize() Called by the garbage collector on an object when the garbage collector determines that the object is no longer referenced. Subclassfinalize method to remove or otherwise clean up system resources. The General Completion Contract is that it will be invoked if and when the Java™ virtual machine determines that there are no more means by which this object can be accessed by any thread that has not yet died, except as result of an operation. is taken after the termination of another object or class that is about to terminate. The finalize method can do anything, including making the object available to other threads again; However, the normal purpose of completion is to perform cleanup operations before the object is permanently disposed. For example, the finalize method can perform implicit I/O transactions on an object representing an I/O connection to end the connection before the object is permanently destroyed. The object class's Finalize method doesn't do anything special; it just goes back to normal. Subclasses of the object can override this definition. The Java programming language does not guarantee which thread will call the Finalize method on a given object. However, the thread completing the calls is guaranteed not to have user-visible sync locks while the call completes. If an uncaught exception is thrown by the finalizer method, it is ignored and completion of this object ends. When the finalize method is called on an object, no further operations are performed until the Java Virtual Machine again determines that there are no more means by which unfinished threads can access the object, including possible operations. other objects or classes that are ready for completion, after which the object can be disposed of. The Java Virtual Machine never calls the Finalize method more than once on an object. Any exception thrown by the completion method stops completion of this object, but is otherwise ignored. ignored.

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