﻿using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

using System.Media; // must be added

namespace sound

{

/\* Create a program to play a sound

 you will need just 1 button.

remember to name the form as sound\*/

 public partial class Form1 : Form

 {

 // SoundPlayer is the command. noise is a variable to play a sound

 // must copy = new SoundPlayer(@"C:\windows\media\windows next is the sound you want

 // search C - windows - media and pick a sound

 SoundPlayer noise = new SoundPlayer(@"C:\Windows\media\Windows Error.wav");;

 public Form1()

 {

 InitializeComponent();

 }

// double click the button and write what is inside the braces { }

 private void button1\_Click(object sender, EventArgs e)

 {

 noise.Play(); // it's the variable name.Play();

 }

 }

}