﻿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();

}

}

}