

```

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();
    }
}

```