

sketch_Importing_Sounds

```
//Importing Sound Files  
//Playing Background Music
```

```
import ddf.minim.*;  
import ddf.minim.analysis.*;  
import ddf.minim.effects.*;  
import ddf.minim.signals.*;  
import ddf.minim.spi.*;  
import ddf.minim.ugens.*;  
Minim minim;  
  
AudioPlayer backgroundMusic;  
AudioInput input;
```

```
void setup() {  
  size(600, 600);  
  background(255);  
  minim = new Minim(this);  
  backgroundMusic = minim.loadFile("Song2.mp3");  
  backgroundMusic.loop();  
}
```

```
void draw() {  
  
}
```