Triggering_a_Sound

```
//Triggering a Sound File
//Mr. H.

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 soundFile;
AudioInput input;


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

void draw() {
 fill(0);
 textAlign(CENTER);
 textSize(24);
 text("Press Mouse To Start Music",width/2,300);
 if (mousePressed)
 {
   soundFile.play();
 }
}
```