

note

<audio> tag attributes

The `<audio>` tag supports 3 different types of audio file. These can be selected by using the following *type* attribute options:

<code>audio/mpeg</code>	MP3
<code>audio/ogg</code>	OGG
<code>audio/wav</code>	WAV

The following attributes can also be used to control the way audio is handled:

`autoplay`
Automatically begin playing the audio file when the page loads.

`loop`
Restart audio playback when it finishes.

`muted`
Set the audio player to be muted by default.

`preload`
Specifies whether the audio file should be preloaded before playing. If set to `auto` the file will be preloaded, if set to `metadata` only the file's description will be preloaded and if set to `none` nothing will be preloaded.

note

The <applet> tag

The `<applet>` tag was used in old versions of HTML to embed Java applets into pages. It is considered unsupported in the most recent version of HTML and should not be used.

You can see more about obsolete tags in: *Appendix A: HTML Tags Listing*.

Lesson 9: Embed audio and video

The latest versions of HTML allow you to embed audio and video into pages by using the `<audio>` and `<video>` tags.

1. Open a new Notepad document.
2. Save the new document as: **Lesson9.html**

Make sure to save into the same folder as your other sample files, including the `music.mp3` file.

3. Add the framework of an HTML document.

Use the usual code:

```
<html>
  <head></head>
  <body>
  </body>
</html>
```

4. Add music to the page using the `<audio>` tag.

Enter the following code inside the `<body>` tag:

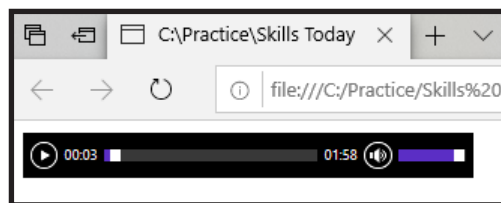
```
<audio controls src="music.mp3" type="audio/mpeg"></audio>
```

The `src` attribute specifies which file should be played and the `type` specifies the type of file (see sidebar).

Specifying `controls` means that an audio player will be displayed on the screen. Without `controls` the player will be invisible.

5. Save your changes and view `Lesson9.html` in your web browser.

As expected, an audio player is shown. Clicking the play button will play the music file.



6. Add video to the page using the `<video>` tag.

The `<video>` tag is almost identical to the `<audio>` tag. Enter the following code below the `<audio>` tag:

```
<video controls src="video.mp4" type="video/mp4"></video>
```

7. Save your changes and view `Lesson9.html` in your web browser.

note

<video> tag attributes

The `<video>` tag supports several attributes:

autoplay

Start playing the video as soon as the page loads.

controls

Display a video player with a play button and other controls.

height and width

Set the height and width of the video player window.

loop

Restart the video after it finishes.

muted

Start the video with the audio muted.

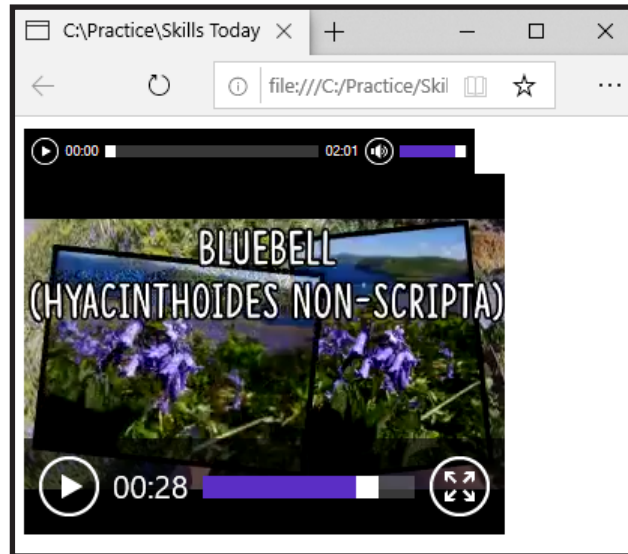
preload

Works in the same way as the `preload` setting for the `<audio>` tag (see sidebar on facing page).

poster

An image to show before the video starts.

A video player is shown. Clicking the play button will play the video file.



The `<video>` tag is now well supported by the major web browsers, but some video types may not work in every browser (see sidebar).

8. Embed a sound file in the page using the `<object>` tag.

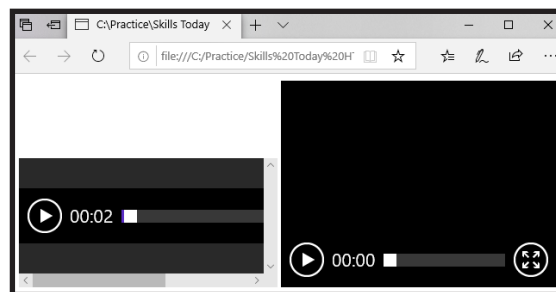
The `<object>` tag was used in older versions of HTML to add audio, video and other types of content to pages, including Flash files. `<object>` is rarely used now that the `<audio>` and `<video>` tags exist, but you may see it used in older web pages.

Replace the `<audio>` tag with this `<object>` tag:

```
<object>
  <param name="autoplay" value="true">
  <embed src="music.mp3">
</object>
```

This code will work in the Internet Explorer, Edge and Chrome browsers but will not work in the Firefox browser. The correct use of the `<object>` tag can vary greatly between browsers, which is partly why the `<video>` and `<audio>` tags have been introduced to standardize the handling of audio and video.

9. Save your changes and view `Lesson9.html` in your web browser.



The music starts to play as soon as the page loads.

note

Supported video types

MP4 video is supported by the latest versions of all major web browsers, but WebM and OGG video is not universally supported.

The WebM and OGG video formats are currently only supported by the Chrome, Firefox and Opera browsers.