IOS - AUDIO & VIDEO

Audio and video is quite common in the latest devices. It is supported in iOS with the help of **AVFoundation.framework** and **MediaPlayer.framework** respectively.

Steps Involved

Step 1. Create a simple **View based application**.

Step 2. Select your project file, select targets, and then we should add **AVFoundation.framework** and **MediaPlayer.framework**.

Step 3. Add two buttons in ViewController.xib and create an action for playing audio and video respectively.

Step 4. Update **ViewController.h** as follows −

```objc
#import <UIKit/UIKit.h>
#import <AVFoundation/AVFoundation.h>
#import <MediaPlayer/MediaPlayer.h>

@interface ViewController : UIViewController
{
    AVAudioPlayer *audioPlayer;
    MPMoviePlayerViewController *moviePlayer;

}
-(IBAction)playAudio:(id)sender;
-(IBAction)playVideo:(id)sender;
@end
```

Step 5. Update **ViewController.m** as follows −

```objc
#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)didReceiveMemoryWarning
{
   [super didReceiveMemoryWarning];
   // Dispose of any resources that can be recreated.
}
-(IBAction)playAudio:(id)sender{
   NSString *path = [[NSBundle mainBundle]
   pathForResource:@"audioTest" ofType:@"mp3"];
   audioPlayer = [[AVAudioPlayer alloc]initWithContentsOfURL:
   [NSURL fileURLWithPath:path] error:NULL];
   [audioPlayer play];
}
-(IBAction)playVideo:(id)sender{
   NSString *path = [[NSBundle mainBundle]pathForResource:
   @"videoTest" ofType:@"mov"];
   moviePlayer = [[MPMoviePlayerViewController
   alloc]initWithContentURL:[NSURL fileURLWithPath:path]];
   [self presentModalViewController:moviePlayer animated:NO];
```

```
}
@end
```

Note

We need to add audio and video files for ensuring that we get the expected output.

Output

When we run the application, we'll get the following output −
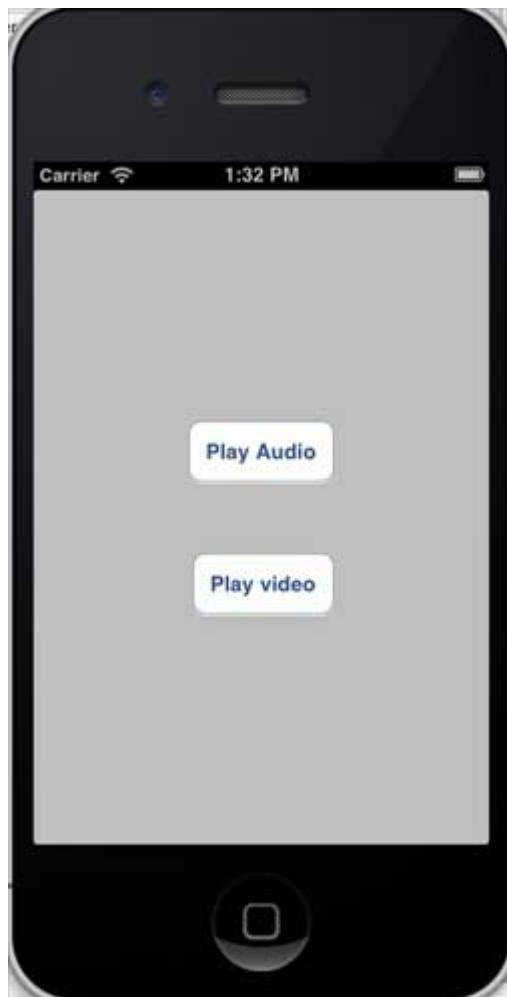
When we click on play video, we will get an output as shown below −
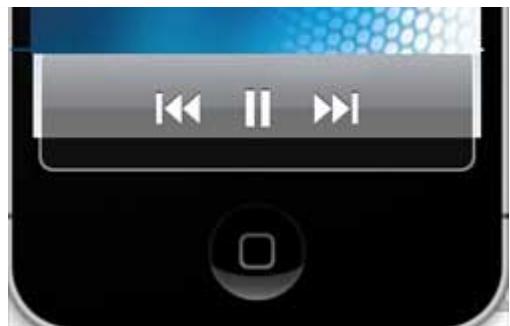
When we click play audio, you will hear the audio.