<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta http-equiv="X-UA-Compatible" content="IE=edge">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <!--

    - primary meta tags

  -->

  <title>Anime SoundMix</title>

  <meta name="title" content="Music Player">

  <meta name="description" content="A web music player html template made by codewithsadee">

  <!--

    - favicon

  -->

  <link rel="shortcut icon" href="Images/Logo.png" type="image/svg+xml" height="30px" width="30px">

  <!--

    - google font link

  -->

  <link rel="preconnect" href="https://fonts.googleapis.com">

  <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>

  <link href="https://fonts.googleapis.com/css2?family=Inter:wght@400;500&display=swap" rel="stylesheet">

  <!--

    - material icon font

  -->

  <link rel="stylesheet"

    href="https://fonts.googleapis.com/css2?family=Material+Symbols+Rounded:opsz,wght,FILL,GRAD@24,400,0,-25" />

  <!--

    - custom css link

  -->

</head>

<style>

  /\*-----------------------------------\*\

  #style.css

\\*-----------------------------------\*/

/\*\*

 \* copyright 2022 codewithsadee

 \*/

/\*-----------------------------------\*\

  #CUSTOM PROPERTY

\\*-----------------------------------\*/

:root {

/\*\*

 \* colors

 \*/

--eerie-black\_a95: hsla(204, 9%, 11%, 0.95);

--eerie-black\_a50: hsla(204, 9%, 11%, 0.5);

--eerie-black: hsl(204, 9%, 11%);

--gainsboro: hsl(225, 7%, 89%);

--charcoal: hsl(203, 9%, 28%);

--silver-sand: hsl(208, 12%, 78%);

--light-sky-blue: hsl(200, 100%, 73%);

--prussian-blue: hsl(196, 100%, 14%);

--black: hsl(0, 0%, 0%);

--black\_a50: hsla(0, 0%, 0%, 0.5);

--black\_a20: hsla(0, 0%, 0%, 0.2);

--light-sky-blue\_a8: hsla(200, 100%, 73%, 0.08);

--light-sky-blue\_a12: hsla(200, 100%, 73%, 0.12);

--silver-sand\_a8: hsla(208, 12%, 78%, 0.08);

--silver-sand\_a12: hsla(208, 12%, 78%, 0.12);

--background: var(--eerie-black);

--background-opacity: var(--eerie-black\_a95);

--on-background: var(--gainsboro);

--surface-variant: var(--charcoal);

--on-surface-variant: var(--silver-sand);

--on-surface-variant-hover: var(--light-sky-blue\_a8);

--on-surface-variant-focus: var(--light-sky-blue\_a12);

--primary: var(--light-sky-blue);

--on-primary: var(--prussian-blue);

/\*\*

 \* gradient

 \*/

--gradient: linear-gradient(180deg, hsla(204, 9%, 11%, 0.90) 60%, transparent 120%);

/\*\*

 \* typography

 \*/

--ff-inter: 'Inter', sans-serif;

--headline-sm: 2.4rem;

--title-lg: 2.2rem;

--label-lg: 1.4rem;

--label-md: 1.2rem;

--fw-400: 400;

--fw-500: 500;

/\*\*

 \* box shadow

 \*/

--shadow-1: 0 1px 4px 1px var(--black\_a20);

--shadow-2: 0 1px 4px 1px var(--black\_a50);

/\*\*

 \* border radius

 \*/

--radius-24: 24px;

--radius-16: 16px;

--radius-12: 12px;

--radius-pill: 100px;

--radius-circle: 50%;

/\*\*

 \* transition

 \*/

--transition-1: 200ms cubic-bezier(0.2, 0, 0, 1);

--transition-2: 300ms cubic-bezier(0.2, 0, 0, 1);

}

/\*-----------------------------------\*\

#RESET

\\*-----------------------------------\*/

\*,

\*::before,

\*::after {

margin: 0;

padding: 0;

box-sizing: border-box;

}

li { list-style: none; }

a,

img,

span,

input,

button { display: block; }

a {

text-decoration: none;

color: inherit;

}

img { height: auto; }

input,

button {

background: none;

border: none;

font: inherit;

}

input { width: 100%; }

button { cursor: pointer; }

html {

font-family: var(--ff-inter);

font-size: 10px;

scroll-behavior: smooth;

}

body {

background-color: var(--black);

color: var(--on-background);

font-size: 1.6rem;

line-height: 1.5;

min-height: 100vh;

min-width: 250px;

background-image: url("../images/poster-1.jpg");

background-size: 150%;

background-repeat: no-repeat;

background-position: top;

overflow: overlay;

}

body.modalActive { overflow: hidden; }

::-webkit-scrollbar { width: 8px; }

::-webkit-scrollbar-track { background: transparent; }

::-webkit-scrollbar-thumb {

background-color: transparent;

border-radius: var(--radius-pill);

}

body:hover::-webkit-scrollbar-thumb { background-color: var(--surface-variant); }

/\*-----------------------------------\*\

#REUSED STYLE

\\*-----------------------------------\*/

.material-symbols-rounded {

font-variation-settings: 'FILL' 0, 'wght' 400, 'GRAD' -25, 'opsz' 24;

width: 1em;

height: 1em;

overflow: hidden;

user-select: none;

}

.wrapper {

display: flex;

align-items: center;

}

.title-lg {

font-size: var(--title-lg);

font-weight: var(--fw-400);

}

.btn-icon {

color: var(--on-surface-variant);

width: 40px;

height: 40px;

display: grid;

place-items: center;

border-radius: var(--radius-circle);

}

.btn-icon:hover { background-color: var(--on-surface-variant-hover); }

.btn-icon:is(:focus, :focus-visible) {

background-color: var(--on-surface-variant-focus);

}

.img-cover {

width: 100%;

height: 100%;

object-fit: cover;

}

.headline-sm {

font-size: var(--headline-sm);

font-weight: var(--fw-400);

}

.label-lg,

.label-md { font-weight: var(--fw-500); }

.label-lg {

font-size: var(--label-lg);

letter-spacing: 0.1px;

}

.label-md {

font-size: var(--label-md);

letter-spacing: 0.5px;

}

/\*-----------------------------------\*\

#TOP APP BAR

\\*-----------------------------------\*/

.top-bar {

position: fixed;

top: 0;

left: 0;

background-color: var(--background-opacity);

min-width: 250px;

width: 100%;

height: 64px;

padding-inline: 16px;

justify-content: space-between;

backdrop-filter: blur(50px);

box-shadow: var(--shadow-1);

z-index: 2;

}

.logo { gap: 12px; }

/\*-----------------------------------\*\

#PLAYER

\\*-----------------------------------\*/

.volume { display: none; }

.player {

--padding: 24px;

background-image: var(--gradient);

padding: var(--padding);

padding-block-start: calc(64px + var(--padding));

min-height: 100vh;

display: flex;

text-align: center;

backdrop-filter: blur(30px);

overflow: hidden;

}

.player .container {

width: 100%;

display: grid;

grid-template-rows: 1fr max-content;

gap: 24px;

}

.music-banner {

aspect-ratio: 1 / 1;

background-color: var(--surface-variant);

max-width: 400px;

margin-inline: auto;

align-self: center;

overflow: hidden;

border-radius: var(--radius-24);

}

.label-wrapper {

justify-content: center;

opacity: 0.8;

margin-block: 8px 4px;

}

.label-wrapper span:first-child::after {

content: "|";

display: inline-block;

margin-inline: 4px;

}

.artist {

opacity: 0.6;

margin-block-end: 36px;

}

.seek-control { margin-block-end: 20px; }

.range-wrapper { position: relative; }

.range {

appearance: none;

cursor: pointer;

}

.range::-webkit-slider-runnable-track {

appearance: none;

background-color: var(--surface-variant);

height: 6px;

width: 100%;

border-radius: var(--radius-pill);

}

.range-fill {

content: "";

position: absolute;

top: 0;

left: 0;

width: 0;

height: 6px;

background-color: var(--primary);

border-radius: var(--radius-pill);

pointer-events: none;

}

.range::-webkit-slider-thumb {

appearance: none;

background-color: var(--primary);

width: 16px;

height: 16px;

margin-block-start: -5px;

border-radius: var(--radius-pill);

transition: var(--transition-1);

}

.range::-webkit-slider-thumb:hover {

box-shadow: 0 0 0 12px var(--on-surface-variant-hover);

}

.range::-webkit-slider-thumb:is(:focus, :focus-visible) {

box-shadow: 0 0 0 12px var(--on-surface-variant-focus);

}

.duration-label {

justify-content: space-between;

margin-block-start: 12px;

}

.player-control { justify-content: space-evenly; }

.player-control .toggle.active { color: var(--primary); }

.player-control .play {

background-color: var(--surface-variant);

color: var(--primary);

}

.player-control .play.active {

background-color: var(--primary);

color: var(--on-primary);

}

.player-control .btn-icon.active .default-icon,

.player-control .btn-icon .active-icon { display: none; }

.player-control .btn-icon .default-icon,

.player-control .btn-icon.active .active-icon { display: block; }

/\*-----------------------------------\*\

#PLAYLIST

\\*-----------------------------------\*/

.playlist {

position: fixed;

top: 0;

right: -180px;

width: 180px;

height: 100vh;

background-color: var(--background);

padding: 28px;

border-top-left-radius: var(--radius-16);

border-bottom-left-radius: var(--radius-16);

box-shadow: var(--shadow-2);

overflow-y: overlay;

visibility: hidden;

transition: var(--transition-2);

z-index: 4;

}

.playlist:hover::-webkit-scrollbar-thumb { background-color: var(--surface-variant); }

.playlist.active {

transform: translateX(-180px);

visibility: visible;

}

.music-list {

display: grid;

gap: 20px;

text-align: center;

}

.music-item {

position: relative;

border-radius: var(--radius-12);

background-color: var(--surface-variant);

overflow: hidden;

}

.music-item .item-icon {

position: absolute;

inset: 0;

background-color: var(--eerie-black\_a50);

display: grid;

place-items: center;

opacity: 0;

}

.music-item.playing .item-icon { opacity: 1; }

.music-item .item-icon .material-symbols-rounded {

color: var(--primary);

font-size: 3rem;

}

.music-item:is(:hover, :focus-visible, :active, .playing) {

outline: 1px solid var(--primary);

}

.overlay {

position: fixed;

top: 0;

left: 0;

width: 100%;

height: 100vh;

background-color: var(--black);

opacity: 0;

pointer-events: none;

transition: var(--transition-2);

z-index: 3;

}

.overlay.active {

pointer-events: all;

opacity: 0.5;

}

/\*-----------------------------------\*\

#MEDIA QUERIES

\\*-----------------------------------\*/

/\*\*

\* responsive for large than 575px screen

\*/

@media (min-width: 575px) {

/\*\*

 \* RESET

 \*/

body { background-size: 100%; }

/\*\*

 \* PLAYER

 \*/

.player { justify-content: center; }

.player .container { max-width: 540px; }

}

/\*\*

\* responsive for large than 992px screen

\*/

@media (min-width: 992px) {

/\*\*

 \* CUSTOM PROPERTY

 \*/

:root {

  /\*\*

   \* typography

   \*/

  --headline-sm: 4.2rem;

  --label-lg: 2.2rem;

}

/\*\*

 \* RESET

 \*/

body {

  background-size: 40% 100%;

  background-position: left center;

}

article { display: flex; }

/\*\*

 \* REUSED STYLE

 \*/

.btn-icon {

  width: 54px;

  height: 54px;

}

.btn-icon .material-symbols-rounded { font-size: 2.8rem; }

/\*\*

 \* TOP APP BAR

 \*/

.top-bar-actions { display: none; }

/\*\*

 \* PLAYER

 \*/

.player {

  --padding: 48px;

  text-align: left;

  flex-grow: 1;

  align-items: center;

  backdrop-filter: blur(100px);

}

.player .container {

  max-width: 1200px;

  grid-template-columns: 0.8fr 1fr;

  grid-template-rows: 1fr;

  gap: 48px;

  max-height: 500px;

  height: 100%;

}

.music-banner {

  aspect-ratio: unset;

  max-width: max-content;

  width: 100%;

  height: 100%;

}

.music-content {

  display: flex;

  flex-direction: column;

  padding-block-start: 48px;

  min-width: 100%;

}

.music-content :is(.headline-sm, .label-lg, .label-md) {

  max-width: 85%;

}

.label-wrapper {

  justify-content: flex-start;

  margin-block-end: 8px;

}

.artist { --label-md: 1.8rem; }

.seek-control {

  margin-block-start: auto;

  display: grid;

  grid-template-columns: 1fr 150px;

  align-items: center;

  gap: 24px;

}

.volume {

  display: flex;

  align-items: center;

  gap: 4px;

  margin-block-start: -30px;

}

.volume .btn-icon { flex-shrink: 0; }

.volume .range-fill { width: 100%; }

.player-control {

  margin-inline-end: 174px;

  min-width: max-content;

  gap: 8px;

}

/\*\*

 \* PLAYLIST

 \*/

.overlay { display: none; }

.playlist {

  position: static;

  visibility: visible;

  border-radius: 0;

  box-shadow: none;

  flex-shrink: 0;

}

.playlist.active { transform: unset; }

.music-item:is(:hover, :focus-visible, :active, .playing) {

  outline: 2px solid var(--primary);

}

.music-item .item-icon .material-symbols-rounded {

  font-size: 3.6rem;

}

}

/\*\*

\* responsive for large than 1200px screen

\*/

@media (min-width: 1200px) {

/\*\*

 \* PLAYLIST

 \*/

.playlist {

  padding: 32px;

  width: 220px;

}

.music-list { gap: 28px; }

}

.logo img{

 height: 60px;

 width: 80px;

}

</style>

<body>

  <!--

    - #TOP APP BAR

  -->

  <div class="top-bar wrapper">

    <div class="logo wrapper">

      <div class="logo"><img src="Images/Logo.png"></div>

      <h1 class="title-lg">Anime SoundMix</h1>

    </div>

    <div class="top-bar-actions">

      <button class="btn-icon" data-playlist-toggler>

        <span class="material-symbols-rounded">queue\_music</span>

      </button>

    </div>

  </div>

  <main>

    <article>

      <!--

        - #PLAYER

      -->

      <div class="player">

        <div class="container">

          <figure class="music-banner">

            <img src="Images/Darkside.jpg" width="800" height="800" alt="Darkside Music Poster"

              class="img-cover" data-player-banner>

          </figure>

          <div class="music-content">

            <h2 class="headline-sm" data-title>Darkside</h2>

            <p class="label-lg label-wrapper wrapper">

              <span data-album>No Spirit</span>

              <span data-year>2024</span>

            </p>

            <p class="label-md artist" data-artist>No Spirit x Tonion</p>

            <div class="seek-control">

              <div>

                <div class="range-wrapper">

                  <input type="range" step="1" max="60" value="0" class="range" data-range data-seek>

                  <div class="range-fill" data-range-fill></div>

                </div>

                <div class="duration-label wrapper">

                  <span class="label-md" data-running-time>0:00</span>

                  <span class="label-md" data-duration>1:00</span>

                </div>

              </div>

              <div class="volume">

                <button class="btn-icon" data-volume-btn>

                  <span class="material-symbols-rounded">volume\_up</span>

                </button>

                <div class="range-wrapper">

                  <input type="range" step="0.05" max="1" value="1" class="range" data-range data-volume>

                  <div class="range-fill" data-range-fill></div>

                </div>

              </div>

            </div>

            <div class="player-control wrapper">

              <button class="btn-icon toggle" data-repeat>

                <span class="material-symbols-rounded default-icon">repeat</span>

                <span class="material-symbols-rounded active-icon">repeat\_one</span>

              </button>

              <button class="btn-icon" data-skip-prev>

                <span class="material-symbols-rounded">skip\_previous</span>

              </button>

              <button class="btn-icon play" data-play-btn>

                <span class="material-symbols-rounded default-icon">play\_arrow</span>

                <span class="material-symbols-rounded active-icon">pause</span>

              </button>

              <button class="btn-icon" data-skip-next>

                <span class="material-symbols-rounded">skip\_next</span>

              </button>

              <button class="btn-icon toggle" data-shuffle>

                <span class="material-symbols-rounded">shuffle</span>

              </button>

            </div>

          </div>

        </div>

      </div>

      <!--

        - #PLAYLIST

      -->

      <div class="playlist" data-playlist>

        <ul class="music-list" data-music-list><h2>Playlist</h2></ul>

      </div>

      <div class="overlay" data-playlist-toggler data-overlay></div>

    </article>

  </main>

  <!--

    - custom js link

  -->

  <script>

    'use strict';

/\*\*

 \* all music information

 \*/

const musicData = [

  {

    backgroundImage: "Images/Darkside.jpg",

    posterUrl: "Images/Darkside.jpg",

    title: "Darkside",

    album: "No Spirit",

    name: "Darkside",

    year: 2024,

    artist: "No Spirit x Tonion",

    musicPath: "Musics/Darkside「AMV」Anime Mix(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Itachi Uchiha.png",

    posterUrl: "Images/Itachi Uchiha.png",

    title: "Itachi Uchiha",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit x Jhove",

    musicPath: "Musics/Itachi Uchiha - Orignal Soundtrack (extended)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Neon Cherry.jpg",

    posterUrl: "Images/Neon Cherry.jpg",

    title: "Neon Cherry",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit x  juniorodeo",

    musicPath: "Musics/NEON CHERRY SONG ❤️‍🩹AESTHETIC ANIME SONG BY KAI 神(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Phao.jpg",

    posterUrl: "Images/Phao.jpg",

    title: "Phao",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Phao - 2 Phut Hon (KAIZ Remix) \_ TikTok Vietnamese Music 2020(M4A\_128K).m4a",

  },

  {

    backgroundImage: "Images/Sparkle.jpg",

    posterUrl: "Images/Sparkle.jpg",

    title: "Sparkle",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Sparkle \_ Your Name AMV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Suzume.jpg",

    posterUrl: "Images/Suzume.jpg",

    title: "Suzume",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Suzume no Tojimari『Suzume』Theme Song(M4A\_128K).m4a",

  },

  {

    backgroundImage: "Images/Tandav.jfif",

    posterUrl: "Images/Tandav.jfif",

    title: "Tandav",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Tandav (Title Track) \_ Official Visualiser \_ Indian Anime Series \_ Anime song \_ Tandav Full Song(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Toca toca.jpg",

    posterUrl: "Images/Toca toca.jpg",

    title: "Toca Toca",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Anime [amv]- Toca Toca \_ Official Music Video (full version)(M4A\_128K).m4a",

  },

  {

    backgroundImage: "Images/Middle of the night 16D.jpg",

    posterUrl: "Images/Middle of the night 16D.jpg",

    title: "Middle of the night 16D",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Elley Duhé - Middle of the Night [16D AUDIO \_ NOT 8D]🎧 \_ Tiktok Song(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Mommy Hinata.webp",

    posterUrl: "Images/Mommy Hinata.webp",

    title: "Mommy Hinata",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Mommy Hinata \_ Naruto X Hinata New Romantic Song ( AMV) \_ New Anime Song \_ Factolish(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Best of me.jpg",

    posterUrl: "Images/Best of me.jpg",

    title: "Night Core - Best of me",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - Best of Me \_ NEFFEX [Sped Up](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Hall of Fame.jpg",

    posterUrl: "Images/Hall of Fame.jpg",

    title: "Night Core - Hall of Fame",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - Hall of Fame(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Middle of the night.jpg",

    posterUrl: "Images/Middle of the night.jpg",

    title: "Middle of the night",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Middle Of The Night X Violin\_-\_[Slowed and Reverb](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/My name is.jpg",

    posterUrl: "Images/My name is.jpg",

    title: "My Name Is...",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - My Name Is... (Lyrics)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Rise.jpg",

    posterUrl: "Images/Rise.jpg",

    title: "Rise",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - Rise [Lyrics](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Ikimonogakari.jpg",

    posterUrl: "Images/Ikimonogakari.jpg",

    title: "Ikimonogakari",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/いきものがかり 『ブルーバード』Music Video(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Dandelions.jpg",

    posterUrl: "Images/Dandelions.jpg",

    title: "Dandelions",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Dandelions  -「AMV」- Anime MV(MP3\_160K) - Copy.mp3",

  },

  {

    backgroundImage: "Images/Fly Up.jpg",

    posterUrl: "Images/Fly Up.jpg",

    title: "Fly Up",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Fly Up (Lyrics) \_ Lookism(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Ishura.webp",

    posterUrl: "Images/Ishura.webp",

    title: "Ishura",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Ishura - Opening \_ 4K \_ 60FPS \_ Creditless \_(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Bling-Bang-Bang-Born.jpg",

    posterUrl: "Images/Bling-Bang-Bang-Born.jpg",

    title: "Bling-Bang-Bang-Born",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/MASHLE\_ MAGIC AND MUSCLES Season 2 - Opening FULL \_Bling-Bang-Bang-Born\_ by Creepy Nuts (Lyrics)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Sign.jfif",

    posterUrl: "Images/Sign.jfif",

    title: "Naruto Shippuden - Sign",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden - \_Sign\_ \_ ENGLISH Ver \_ AmaLee(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Nightcore - CHAMPION.jpg",

    posterUrl: "Images/Nightcore - CHAMPION.jpg",

    title: "Nightcore - Champion",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - CHAMPION (Lyrics)(MP3\_160K) - Copy.mp3",

  },

  {

    backgroundImage: "Images/Nightcore - Tattoo.jpg",

    posterUrl: "Images/Nightcore - Tattoo.jpg",

    title: "Nightcore - Tattoo",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - Tattoo - Loreen (Lyrics \_ Sped Up)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/No Friends.jpg",

    posterUrl: "Images/No Friends.jpg",

    title: "No Friends",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/No Friends AMV - 「Anime MV」(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Savage Love.jpg",

    posterUrl: "Images/Savage Love.jpg",

    title: "Savage Love",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Savage Love -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Shivers.jpg",

    posterUrl: "Images/Shivers.jpg",

    title: "Shivers",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Shivers -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Stay.jpg",

    posterUrl: "Images/Stay.jpg",

    title: "Stay",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Stay -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Symphony.jpg",

    posterUrl: "Images/Symphony.jpg",

    title: "Symphony",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Symphony -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Takeaway.jpg",

    posterUrl: "Images/Takeaway.jpg",

    title: "Takeaway",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Takeaway -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Teeth.jpg",

    posterUrl: "Images/Teeth.jpg",

    title: "Teeth",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Teeth - AMV - 「 Anime MV」 - AnimeMix(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/The Apothecary Diaries.jpg",

    posterUrl: "Images/The Apothecary Diaries.jpg",

    title: "The Apothecary Diaries",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/The Apothecary Diaries - Opening 2 \_ 4K \_ 60FPS \_ Creditless \_(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/This is it1.jpg",

    posterUrl: "Images/This is it1.jpg",

    title: "This Is It",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/This Is It [ AMV - Mix ] Anime Mix(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Warriors.jpg",

    posterUrl: "Images/Warriors.jpg",

    title: "Warriors",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Warriors「AMV」Anime Mix(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Scars To Your Beautiful.jpg",

    posterUrl: "Images/Scars To Your Beautiful.jpg",

    title: "Scars To Your Beautiful",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/「AMV」• Scars To Your Beautiful(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Fairy Tail.jpg",

    posterUrl: "Images/Fairy Tail.jpg",

    title: "Fairy Tail",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Fairy Tail - \_Masayume Chasing\_ (Opening) \_ ENGLISH Ver \_ AmaLee(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Golden Hour.jpg",

    posterUrl: "Images/Golden Hour.jpg",

    title: "Golden Hour",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Golden Hour -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Love Is Gone.jpg",

    posterUrl: "Images/Love Is Gone.jpg",

    title: "Love Is Gone",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Love Is Gone -「AMV」- Anime MV(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Make You Mine.jpg",

    posterUrl: "Images/Make You Mine.jpg",

    title: "Make You Mine",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Make You Mine -「AMV」- Anime MV \_\_ MEP(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Nightcore - House of Memories.jpg",

    posterUrl: "Images/Nightcore - House of Memories.jpg",

    title: "Nightcore - House of Memories",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Nightcore - House of Memories (Lyrics)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Yuji Itadori.jpg",

    posterUrl: "Images/Yuji Itadori.jpg",

    title: "Yuji Itadori",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Yuji Itadori [AMV] \_ Skyfall (Jujutsu Kaisen)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Villain.jpg",

    posterUrl: "Images/Villain.jpg",

    title: "Villain",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Villain「AMV」Anime Mix(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Dan dan dan opening.jpg",

    posterUrl: "Images/Dan dan dan opening.jpg",

    title: "Dan Dan Dan Opening",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/DAN DA DAN Opening.mp3",

  },

  {

    backgroundImage: "Images/Death note opening.jpg",

    posterUrl: "Images/Death note opening.jpg",

    title: "Death Note Opening",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Death Note - Opening.mp3",

  },

  {

    backgroundImage: "Images/Naruto opening 1.jpg",

    posterUrl: "Images/Naruto opening 1.jpg",

    title: "Naruto Opening 1",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Opening 1.mp3",

  },

  {

    backgroundImage: "Images/Demon slayer opening 1.jfif",

    posterUrl: "Images/Demon slayer opening 1.jfif",

    title: "Demon Slayer Opening 1",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Demon Slayer - Opening 1.mp3",

  },

  {

    backgroundImage: "Images/Demon slayer opening 2.jpg",

    posterUrl: "Images/Demon slayer opening 2.jpg",

    title: "Demon Slayer Opening 2",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Demon Slayer - Opening 2.mp3",

  },

  {

    backgroundImage: "Images/Demon slayer opening3.jpg",

    posterUrl: "Images/Demon slayer opening3.jpg",

    title: "Demon slayer Opening 3",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Demon Slayer - Opening 3.mp3",

  },

  {

    backgroundImage: "Images/Demon slayer opening 4.jpg",

    posterUrl: "Images/Demon slayer opening 4.jpg",

    title: "Demon Slayer Opening 4",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Demon Slayer - Opening 4.mp3",

  },

  {

    backgroundImage: "Images/Demon slayer opening 5.jpg",

    posterUrl: "Images/Demon slayer opening 5.jpg",

    title: "Demon Slayer Opening 5",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Demon Slayer - Opening 5.mp3",

  },

  {

    backgroundImage: "Images/Naruto shippuden Opening 1.jpg",

    posterUrl: "Images/Naruto shippuden Opening 1.jpg",

    title: "Naruto Shippuden Opening 1",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden - Opening 1 (HD - 60 fps)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opening 2.jfif",

    posterUrl: "Images/Naruto Shippuden Opening 2.jfif",

    title: "Naruto Shippuden Opening 2",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden - Opening 2 (v2) (HD - 60 fps)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opening 3.jpg",

    posterUrl: "Images/Naruto Shippuden Opening 3.jpg",

    title: "Naruto Shippuden Opening 3",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden - Opening 3 (Creditless) (HD - 60 fps)(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeing 4.jpg",

    posterUrl: "Images/Naruto Shippuden Opeing 4.jpg",

    title: "Naruto Shippuden Opening 4",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Opening 4 -- Naruto Shippuden(MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeing 5.jpg",

    posterUrl: "Images/Naruto Shippuden Opeing 5.jpg",

    title: "Naruto Shippuden Opening 5",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto shippuden Op\_  Opening  5 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeing 6.jpg",

    posterUrl: "Images/Naruto Shippuden Opeing 6.jpg",

    title: "Naruto Shippuden Opening 6",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 6 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 7.avif",

    posterUrl: "Images/Naruto Shippuden Opeinng 7.avif",

    title: "Naruto Shippuden Opening 7",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 7 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 8.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 8.jpg",

    title: "Naruto Shippuden Opening 8",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 8  [4K 60FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 9.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 9.jpg",

    title: "Naruto Shippuden Opening 9",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 9 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 10.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 10.jpg",

    title: "Naruto Shippuden Opening 10",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 10 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 11.jfif",

    posterUrl: "Images/Naruto Shippuden Opeinng 11.jfif",

    title: "Naruto Shippuden Opening 11",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening  11 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 12.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 12.jpg",

    title: "Naruto Shippuden Opening 12",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 12 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 13.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 13.jpg",

    title: "Naruto Shippuden Opening 13",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening  13 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng14.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng14.jpg",

    title: "Naruto Shippuden Opening 14",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 14 [4K 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 15.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 15.jpg",

    title: "Naruto Shippuden Opening 15",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 15 [Full HD 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 16.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 16.jpg",

    title: "Naruto Shippuden Opening 16",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 16 [4k 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 17.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 17.jpg",

    title: "Naruto Shippuden Opening 17",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 17 [4k 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 18.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 18.jpg",

    title: "Naruto Shippuden Opening 18",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 18 [4k 60 FSP](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 19.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 19.jpg",

    title: "Naruto Shippuden Opening 19",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 19 [4K 60 FSP] [Remasterizado](MP3\_160K).mp3",

  },

  {

    backgroundImage: "Images/Naruto Shippuden Opeinng 20.jpg",

    posterUrl: "Images/Naruto Shippuden Opeinng 20.jpg",

    title: "Naruto Shippuden Opening 20",

    album: "No Spirit",

    year: 2024,

    artist: "No Spirit",

    musicPath: "Musics/Naruto Shippuden Op\_ Opening 20 [4K 60 FSP](MP3\_160K).mp3",

  },

];

/\*\*

 \* add eventListnere on all elements that are passed

 \*/

const addEventOnElements = function (elements, eventType, callback) {

  for (let i = 0, len = elements.length; i < len; i++) {

    elements[i].addEventListener(eventType, callback);

  }

}

/\*\*

 \* PLAYLIST

 \*

 \* add all music in playlist, from 'musicData'

 \*/

const playlist = document.querySelector("[data-music-list]");

for (let i = 0, len = musicData.length; i < len; i++) {

  playlist.innerHTML += `

  <li>

    <button class="music-item ${i === 0 ? "playing" : ""}" data-playlist-toggler data-playlist-item="${i}">

      <img src="${musicData[i].posterUrl}" width="800" height="800" alt="${musicData[i].title} Album Poster"

        class="img-cover">

      <div class="item-icon">

        <span class="material-symbols-rounded">equalizer</span>

      </div>

    </button>

  </li>

  `;

}

/\*\*

 \* PLAYLIST MODAL SIDEBAR TOGGLE

 \*

 \* show 'playlist' modal sidebar when click on playlist button in top app bar

 \* and hide when click on overlay or any playlist-item

 \*/

const playlistSideModal = document.querySelector("[data-playlist]");

const playlistTogglers = document.querySelectorAll("[data-playlist-toggler]");

const overlay = document.querySelector("[data-overlay]");

const togglePlaylist = function () {

  playlistSideModal.classList.toggle("active");

  overlay.classList.toggle("active");

  document.body.classList.toggle("modalActive");

}

addEventOnElements(playlistTogglers, "click", togglePlaylist);

/\*\*

 \* PLAYLIST ITEM

 \*

 \* remove active state from last time played music

 \* and add active state in clicked music

 \*/

const playlistItems = document.querySelectorAll("[data-playlist-item]");

let currentMusic = 0;

let lastPlayedMusic = 0;

const changePlaylistItem = function () {

  playlistItems[lastPlayedMusic].classList.remove("playing");

  playlistItems[currentMusic].classList.add("playing");

}

addEventOnElements(playlistItems, "click", function () {

  lastPlayedMusic = currentMusic;

  currentMusic = Number(this.dataset.playlistItem);

  changePlaylistItem();

});

/\*\*

 \* PLAYER

 \*

 \* change all visual information on player, based on current music

 \*/

const playerBanner = document.querySelector("[data-player-banner]");

const playerTitle = document.querySelector("[data-title]");

const playerAlbum = document.querySelector("[data-album]");

const playerYear = document.querySelector("[data-year]");

const playerArtist = document.querySelector("[data-artist]");

const audioSource = new Audio(musicData[currentMusic].musicPath);

const changePlayerInfo = function () {

  playerBanner.src = musicData[currentMusic].posterUrl;

  playerBanner.setAttribute("alt", `${musicData[currentMusic].title} Album Poster`);

  document.body.style.backgroundImage = `url(${musicData[currentMusic].backgroundImage})`;

  playerTitle.textContent = musicData[currentMusic].title;

  playerAlbum.textContent = musicData[currentMusic].album;

  playerYear.textContent = musicData[currentMusic].year;

  playerArtist.textContent = musicData[currentMusic].artist;

  audioSource.src = musicData[currentMusic].musicPath;

  audioSource.addEventListener("loadeddata", updateDuration);

  playMusic();

}

addEventOnElements(playlistItems, "click", changePlayerInfo);

/\*\* update player duration \*/

const playerDuration = document.querySelector("[data-duration]");

const playerSeekRange = document.querySelector("[data-seek]");

/\*\* pass seconds and get timcode formate \*/

const getTimecode = function (duration) {

  const minutes = Math.floor(duration / 60);

  const seconds = Math.ceil(duration - (minutes \* 60));

  const timecode = `${minutes}:${seconds < 10 ? "0" : ""}${seconds}`;

  return timecode;

}

const updateDuration = function () {

  playerSeekRange.max = Math.ceil(audioSource.duration);

  playerDuration.textContent = getTimecode(Number(playerSeekRange.max));

}

audioSource.addEventListener("loadeddata", updateDuration);

/\*\*

 \* PLAY MUSIC

 \*

 \* play and pause music when click on play button

 \*/

const playBtn = document.querySelector("[data-play-btn]");

let playInterval;

const playMusic = function () {

  if (audioSource.paused) {

    audioSource.play();

    playBtn.classList.add("active");

    playInterval = setInterval(updateRunningTime, 500);

  } else {

    audioSource.pause();

    playBtn.classList.remove("active");

    clearInterval(playInterval);

  }

}

playBtn.addEventListener("click", playMusic);

/\*\* update running time while playing music \*/

const playerRunningTime = document.querySelector("[data-running-time");

const updateRunningTime = function () {

  playerSeekRange.value = audioSource.currentTime;

  playerRunningTime.textContent = getTimecode(audioSource.currentTime);

  updateRangeFill();

  isMusicEnd();

}

/\*\*

 \* RANGE FILL WIDTH

 \*

 \* change 'rangeFill' width, while changing range value

 \*/

const ranges = document.querySelectorAll("[data-range]");

const rangeFill = document.querySelector("[data-range-fill]");

const updateRangeFill = function () {

  let element = this || ranges[0];

  const rangeValue = (element.value / element.max) \* 100;

  element.nextElementSibling.style.width = `${rangeValue}%`;

}

addEventOnElements(ranges, "input", updateRangeFill);

/\*\*

 \* SEEK MUSIC

 \*

 \* seek music while changing player seek range

 \*/

const seek = function () {

  audioSource.currentTime = playerSeekRange.value;

  playerRunningTime.textContent = getTimecode(playerSeekRange.value);

}

playerSeekRange.addEventListener("input", seek);

/\*\*

 \* END MUSIC

 \*/

const isMusicEnd = function () {

  if (audioSource.ended) {

    playBtn.classList.remove("active");

    audioSource.currentTime = 0;

    playerSeekRange.value = audioSource.currentTime;

    playerRunningTime.textContent = getTimecode(audioSource.currentTime);

    updateRangeFill();

  }

}

/\*\*

 \* SKIP TO NEXT MUSIC

 \*/

const playerSkipNextBtn = document.querySelector("[data-skip-next]");

const skipNext = function () {

  lastPlayedMusic = currentMusic;

  if (isShuffled) {

    shuffleMusic();

  } else {

    currentMusic >= musicData.length - 1 ? currentMusic = 0 : currentMusic++;

  }

  changePlayerInfo();

  changePlaylistItem();

}

playerSkipNextBtn.addEventListener("click", skipNext);

/\*\*

 \* SKIP TO PREVIOUS MUSIC

 \*/

const playerSkipPrevBtn = document.querySelector("[data-skip-prev]");

const skipPrev = function () {

  lastPlayedMusic = currentMusic;

  if (isShuffled) {

    shuffleMusic();

  } else {

    currentMusic <= 0 ? currentMusic = musicData.length - 1 : currentMusic--;

  }

  changePlayerInfo();

  changePlaylistItem();

}

playerSkipPrevBtn.addEventListener("click", skipPrev);

/\*\*

 \* SHUFFLE MUSIC

 \*/

/\*\* get random number for shuffle \*/

const getRandomMusic = () => Math.floor(Math.random() \* musicData.length);

const shuffleMusic = () => currentMusic = getRandomMusic();

const playerShuffleBtn = document.querySelector("[data-shuffle]");

let isShuffled = false;

const shuffle = function () {

  playerShuffleBtn.classList.toggle("active");

  isShuffled = isShuffled ? false : true;

}

playerShuffleBtn.addEventListener("click", shuffle);

/\*\*

 \* REPEAT MUSIC

 \*/

const playerRepeatBtn = document.querySelector("[data-repeat]");

const repeat = function () {

  if (!audioSource.loop) {

    audioSource.loop = true;

    this.classList.add("active");

  } else {

    audioSource.loop = false;

    this.classList.remove("active");

  }

}

playerRepeatBtn.addEventListener("click", repeat);

/\*\*

 \* MUSIC VOLUME

 \*

 \* increase or decrease music volume when change the volume range

 \*/

const playerVolumeRange = document.querySelector("[data-volume]");

const playerVolumeBtn = document.querySelector("[data-volume-btn]");

const changeVolume = function () {

  audioSource.volume = playerVolumeRange.value;

  audioSource.muted = false;

  if (audioSource.volume <= 0.1) {

    playerVolumeBtn.children[0].textContent = "volume\_mute";

  } else if (audioSource.volume <= 0.5) {

    playerVolumeBtn.children[0].textContent = "volume\_down";

  } else {

    playerVolumeBtn.children[0].textContent = "volume\_up";

  }

}

playerVolumeRange.addEventListener("input", changeVolume);

/\*\*

 \* MUTE MUSIC

 \*/

const muteVolume = function () {

  if (!audioSource.muted) {

    audioSource.muted = true;

    playerVolumeBtn.children[0].textContent = "volume\_off";

  } else {

    changeVolume();

  }

}

playerVolumeBtn.addEventListener("click", muteVolume);

  </script>

</body>

</html>