

```
function preload() {  
  handpose = ml5.handPose();  
  
  /** Audio Loaders */  
  kick = loadSound("kick.mp3",  
    () => console.log("Kick loaded successfully"),  
    (err) => console.error("Error loading kick:", err)  
  );  
  
  arp = loadSound("arp.mp3",  
    () => console.log("Arp loaded successfully"),  
    (err) => console.error("Error loading arp:", err)  
  );  
  
  hihat = loadSound("hihat.mp3",  
    () => console.log("Hi-hat loaded successfully"),  
    (err) => console.error("Error loading hi-hat:", err)  
  );  
  
  snare = loadSound("snare.mp3",  
    () => console.log("Snare loaded successfully"),  
    (err) => console.error("Error loading snare:", err)  
  );  
  
  bass = loadSound("bass.mp3",  
    () => console.log("Bass loaded successfully"),  
    (err) => console.error("Error loading bass:", err)  
  );  
}
```