

MINI PROJECT
(2020-21)
MUSIC PLAYER
SYNOPSIS



Institute of Engineering & Technology

Submitted to:

Ms. Priya Agarwal
(Training and Development)

Submitted by:

Shubham Singh
(181500698)

Acknowledgment

It gives me a great pleasure to present the synopsis of the B.Tech Mini Project (MUSIC PLAYER) undertaken during B.Tech IIIrd Year. This project in itself is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals.

I would like to thank Ms. Priya Agarwal, Training and Developement for her constant support and guidance because of which I was able to learn the minute aspects of a project work.

I also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

Shubham Singh
(181500698)

MUSIC PLAYER

(Python)

The main objective of this project is to design cross-platform music player using python and tkinter, that will help users play, pause and stop a track as per their needs. The application will also help users to increase the volume of their device. Python is really very interesting language because this language provides usability to write cross-platform codes that can run all types of the system without even doing any big changes in codes.

This Python module provides a high-level core Music player interface where you are supposed to provide all the remaining high-level logic like the user interface, the playlist logic and the audio data.

Contents

1.Introduction.....	(3)
1.1 Motivation.....	(5)
2. Implementation.....	(6)
3. Requirements.....	(7)
3.1 Hardware.....	(7)
3.2 Software.....	(7)
4. References.....	(8)

Motivation

There are many electronic gadgets that have a very important role in our life. One of the most important gadget nowadays, is the music player. Listening to music is a hobby of almost every person we meet around daily, for playing this music we need to have installed a music player in our device. It will be very exciting to spend our free time with our favourite music.

Since python provides usability to write cross-platform codes. Therefore I will design a cross-platform music player that will help user play, pause and stop a track as per their needs.

Implementation

We all know Python has a very rich library support, so in this project we are going to use some of them to build our GUI based music player. The libraries we are going to use are:

- ❖ **Tkinter** : We are going to use the Tkinter library for GUI creation of our Music player. It comes with many widgets which helps in creating of seamless and nice-looking GUI applications.
- ❖ **Pygame** : Pygame is a library that gives us the power of playing with different multimedia formats like audio, video, etc.
- ❖ **OS**: This is a module that comes in the standard library of Python. OS provides different functions for interaction with the Operating System.

Requirements

a) Hardware:

- 120 GB HDD
- Minimum 4 GB RAM
- i5 Processor

b) Software:

- Pycharm
- Operating System(Windows, Linux)
- **Programming Language**
 - ❖ Python 3.8
 - Tkinter (Python GUI library)
 - Pygame (Python Library)

REFERENCES

- WWW.tkdcs.com
- WWW.python.org
- www.geeksforgeeks.com
- WWW.youtube.com

- **Faculty Guidance**
 - Ms. Priya Agarwal
 - Mr. Sharad Gupta