

Plagiarism Report
Detailed Test Cases
CHAPTER-1
INTRODUCTION

Introduction :

Music has a strong influence on our daily lives. It can improve our mood, help us concentrate, boost energy. To solve this, the proposed project aims to develop a smart music player that automatically adjusts to the user's mood and activity. The system collects input data from different sources. To recognize physical activity, it can use motion sensors like accelerometers. Once the current mood and activity are identified, the music recommendation system selects appropriate tracks.

OVERVIEW

This project focuses on developing a smart music player that uses machine learning to automatically detect the user's mood and activity level. The system will collect data from various sensors and use it to recommend songs that match the user's current state.

Motivation

Music plays an important role in our daily lives, and our choice of songs often reflects how we feel or what we are doing. By developing a smart music player that can automatically adjust to the user's mood and activity, we can provide a more personalized and convenient listening experience.