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 us
The system collects input data from different sources. To recognize physical activity, it can use motion senso
Once the current mood and activity are identified, the music recommendation system selects appropriate tra

OVERVIEW
This project focuses on developing a smart music player that uses machine learning to automatically detect

Motivation

Music plays an important role in our daily lives, and our choice of songs often reflects how we feel or what w