MUSIC WITH US

A Mini PROJECT REPORT

Submitted by

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in partial fulfilment for the award of the degree of

BACHELOR OF TECHNOLOGY

IN

Computer Science and Engineering

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<u>Declaration</u>

I would like to express my special thanks of gratitude to my project guide **Mr. Bhanu Kapoor Sir** who gave me the golden opportunity to do this wonderful project on the topic **Music Player** , which also helped us in doing a lot of research and we came to know about so many new things we are really thankful to them.

Secondly, we would also like to thank my parents and friends who helped me a lot in finalizing this project within the limited time frame.

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Certificate

This is to certify that the project entitled "Music With Us", carried out in Mini Project – I Lab, is a bonafide work by Aditya Sharma and Prashant Kaushik and is submitted in partial fulfillment of the requirements for the award of the degree - Bachelor of Technology (Computer Science & Engineering) and carried out the work under our supervision.

Signature of Supervisor:

Name of Supervisor **:** Mr. Bhanu Kapoor(Technical Trainer)

Date: November 25, 2022

Table Of Contents

Chapter 1: Introduction

Chapter:2 System Information
- • System Analysis
- • Feasibility Analysis
- • Context Design

Chapter 3: Hardware and Software Requirement

- • Hardware Required
- • Software Required

Chapter 4 Implementing Tools for the Project

- • Tools
- • What is XAMPP
- • HTML,CSS
- • JavaScript

Chapter 5: Project Database & Table

Database Design
- • All Table List

ABSTRACT

The purpose of Music With Us is to automate the existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

Music With Us, as described above, can lead to error-free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources. The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information.

The aim is to automate its existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. Basically the project describes how to manage for good performance and better services for the client.

ACKNOWLEDGEMENT

We would like to express my gratitude towards Mr. Bhanu Kapoor for guiding me throughout the project. We also feel thankful and express my kind gratitude towards all our teachers for allowing me to conduct Music Player Website project. The mentioned project was done under the supervision of Mr. Bhanu Kapoor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. he has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

We feel thankful to the college staff for giving me such a big opportunity. I believe we will enroll in more such events in the coming future.

Thanking You

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Chapter -1: Introduction

- ***Overview:***

  Building a simple audio player with basic controls like play, pause, forward, backward,
  next, previous, playlist and seekbar is done since long .
  This app basically will read all audio files(.mp3) from sdcard and plays selected song or will
  get the online music stream from the url entered the user for online radios and music.

  - Background

  In the world of Internet, Whole information is scattered. It contains a lot of information but generally, we require only a handful of information. Our daily activities on internet revolve around a few basic websites. We don't know how to extract necessary information from the vast Internet, or else even if we know how to extract, we spend a lot of time in finding the information. No website on Internet is flexible enough to meet all the basic needs of any Internetuser. General queries of customer range from finding solution to a code to booting a system.

- Motivational and problem Formulation

In the world of Internet, Whole information is scattered. Internet is a pool of knowledge. It contains a lot of information but generally, we require only a handful of information. Our daily activities on internet revolve around a few basic websites. We don't know how to extract necessary information from the vast Internet, or else even if we know how to extract, we spend alot of time in finding the information. No website on Internet is flexible enough to meet all the basic needs of any Internet user.

- *web:*

Web development refers to the process of creating websites on the Internet.The term "web development" is relatively broad in its application. You could create a single website page from a wix template, or you could painstakingly develop a massive website with thousands of original pages — and technically, both of those would count as web development.

Now a day's web development is the thing which is in boost.

- ## <u>TECHNOLOGY USED</u>

HTML:

HTML is an acronym which stands for **Hyper Text Markup Language** which is used for creating web pages and web applications. Let's see what is meant by

Hypertext Markup Language, and Web page.

Hyper Text: Hyper Text simply means "Text within Text." A text has a link within it, is a hypertext. Whenever you click on a link which brings you to a new webpage, you have clicked on a hypertext. Hyper Text is a way to link two or more web pages (HTML documents) with each other.

Markup language: A markup language is a computer language that is used to apply layout and formatting conventions to a text document. Markup language makes text more interactive and dynamic. It can turn text into images, tables, links, etc.

Web Page: A web page is a document which is commonly written in HTML and translated by a web browser. A web page can be identified by entering an URL. A Web

page can be of the static or dynamic type. **With the help of HTML only, we can create static web pages**.

CSS:

CSS stands for Cascading Style Sheets. It is a style sheet language which is used to describe the look and formatting of a document written in markup language. It provides an additional feature to HTML. It is generally used with HTML to change the style of web pages and user interfaces. It can also be used with any kind of XML documents including plain XML, SVG and XUL.

CSS is used along with HTML and JavaScript in most websites to create user interfaces for web applications and user interfaces for many mobile applications.

PHP: (HYPERTEXT PREPROCESSOR)

PHP is an open-source, interpreted, and object-oriented scripting language that can be executed at the server-side. PHP is well suited for web development. Therefore, it is used to develop web applications (an application that executes on the server and generates the dynamic page.).

PHP was created by **Rasmus Lerdorf in 1994** but appeared in the market in 1995. **PHP 7.4.0** is the latest version of PHP, which was released on **28 November**. Some important points need to be noticed about PHP are as followed:

- PHP stands for Hypertext Pre-processor.
- PHP is an interpreted language, i.e., there is no need for compilation.
- PHP is faster than other scripting languages, for example, ASP and JSP.

- PHP is a server-side scripting language, which is used to manage the dynamic content of the website.

- PHP can be embedded into HTML.

- PHP is an object-oriented language.

- PHP is an open-source scripting language.

- PHP is simple and easy to learn language.

SYSTEM REQUIREMENTS

Software Requirement-

To build application –

- 64-bit Windows 8/10/11

- Libraries

- Visual Studio code (latest version).

To Run Website –

- Web Browsers (chrome, Mozilla)

Hardware Requirement –

- x86_64 CPU architecture; 2nd generation Intel Core or newer

- 8 GB RAM or more

- 8 GB of available disk space minimum

INTRODUCTION

1.1 <u>Project Planning</u>

Project planning is part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment. Initially, the project scope is defined and the appropriate methods for completing the project are determined. Following this step, the durations for the various tasks necessary to complete the work are listed and grouped into a work breakdown structure. The logical dependencies between tasks are defined using an activity network diagram that enables identification of the critical path. Float or slack time in the schedule can be calculated using project management software. Then the necessary resources can be estimated and costs for each activity can be allocated to each resource, giving the total project cost. At this stage, the project plan may be optimized to achieve the appropriate balance between resource usage and project duration to comply with the project objectives. Once established and agreed, the plan becomes what is known as the baseline. Progress will be measured against the baseline throughout the life of the project

CHAPTER 2.

BACKGROUND THEORY

2.1 Project development approach

To solve actual problems in an industry, software developer or a team of developers must incorporate a development strategy that encompasses the process, methods and tools layers and generic phases. This strategy is often referred to as process model or a software developing paradigm. A process model for software developing is chosen based on the nature of project and application, the methods and tools to be used, and the controls and deliverables that are required. All software development can be characterized as a problem-solving loop in which four distinct stages are encountered: Status quo, Problem definition, technical development and solution integration. Regardless of the process model that is chosen for a software project all of the stages coexist simultaneously at some level of detail.

2.2. Features of the System

The new system has been designed as per the user requirements so as to fulfil almost all of them.

- Quick Scheduling
- Immediate selection of packages
- Cost Effective.

CHAPTER-3

DESIGN FLOW/PROCESS

3.1 Data Flow Diagram

A Data Flow Diagram (DFD) is a diagram that describes the flow of data and the processes that change or transform data throughout a system. The Data Flow Diagram reviews the current physical system, prepares input and output specification, specifies the implementation plan etc.

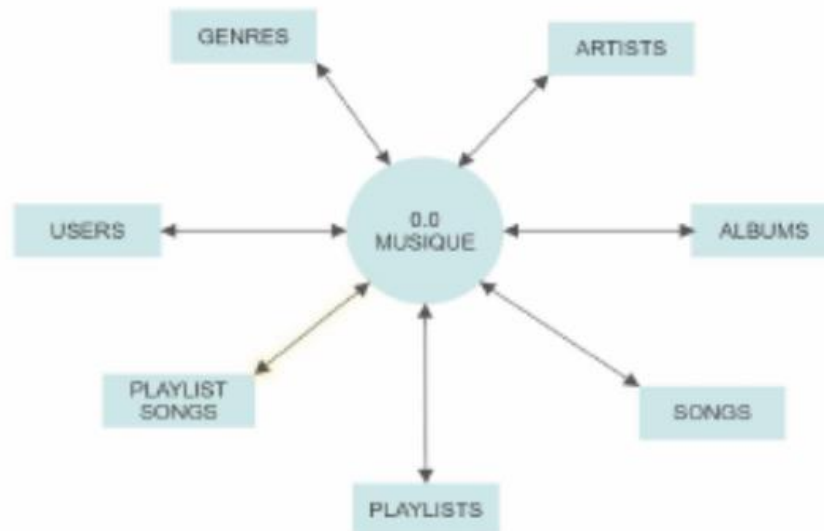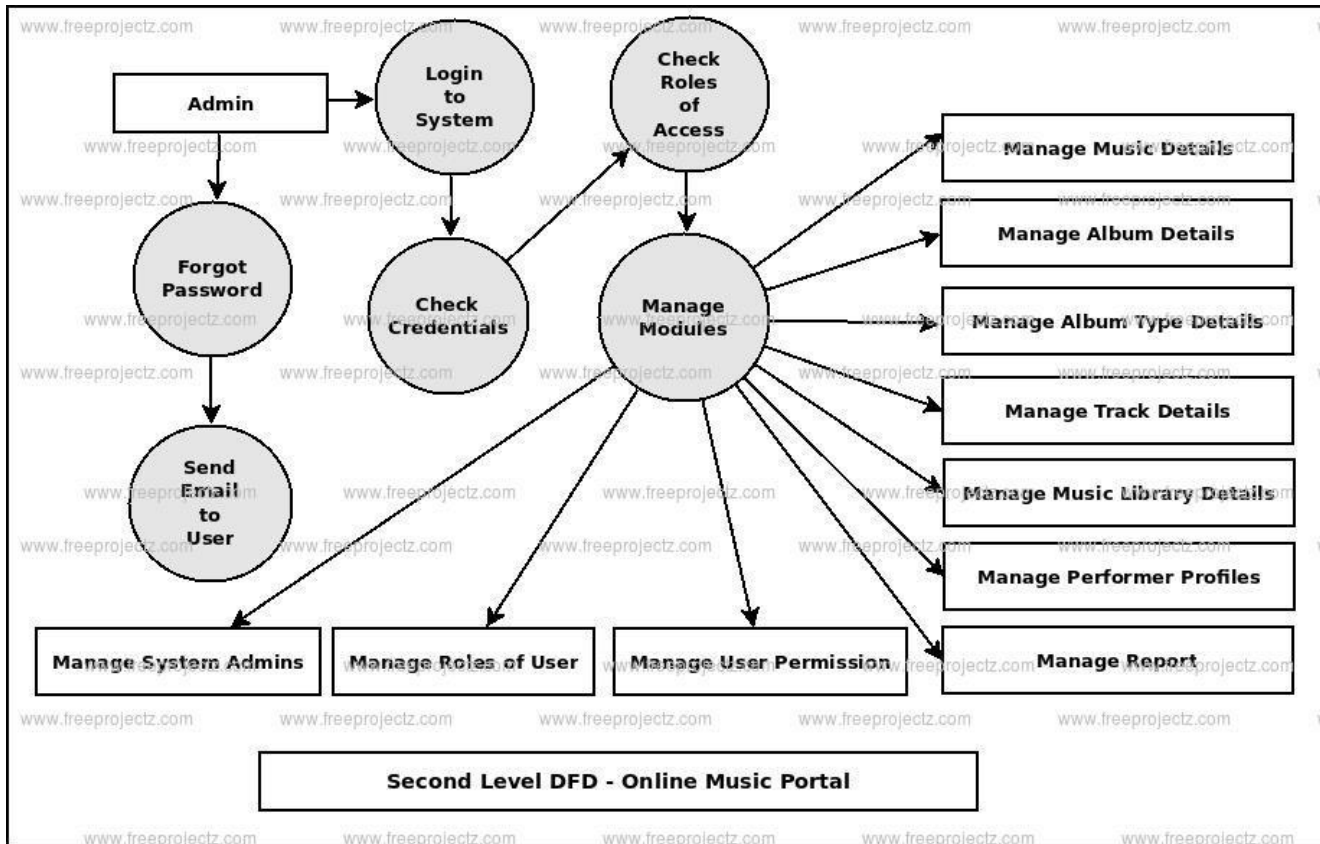- ### Context Level Data Flow Diagram

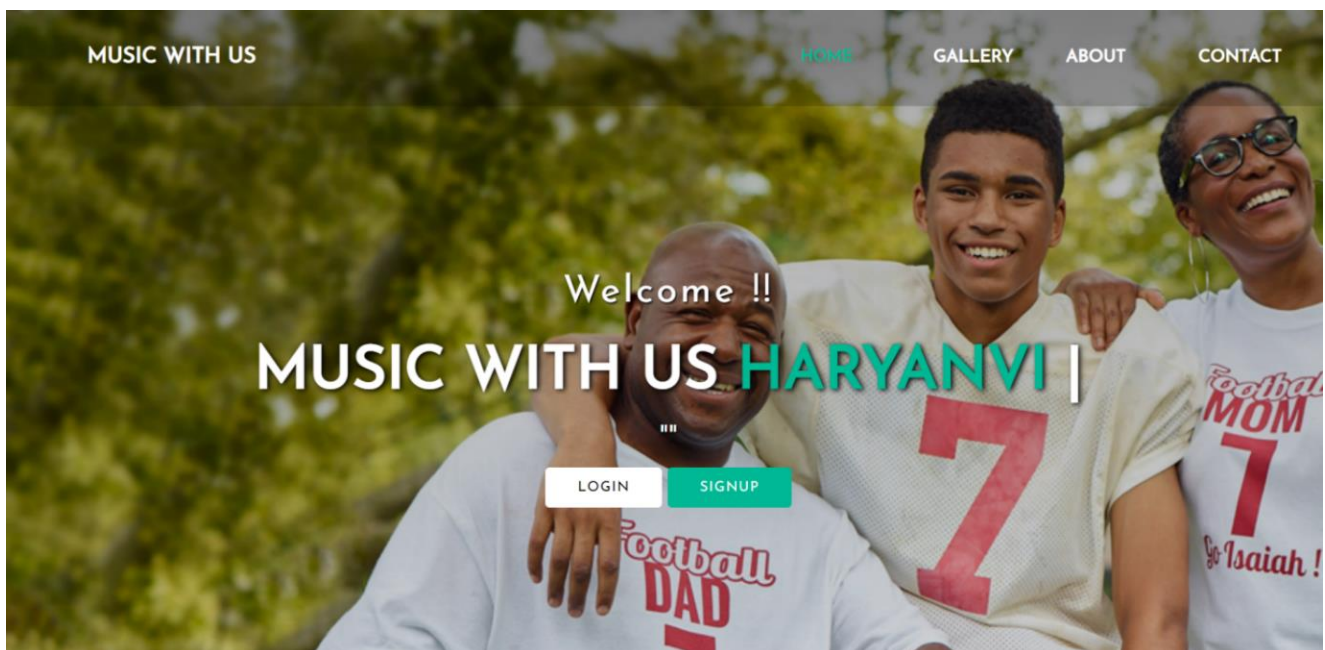

Figure 3.2.2: Zero level Data Flow Diagram

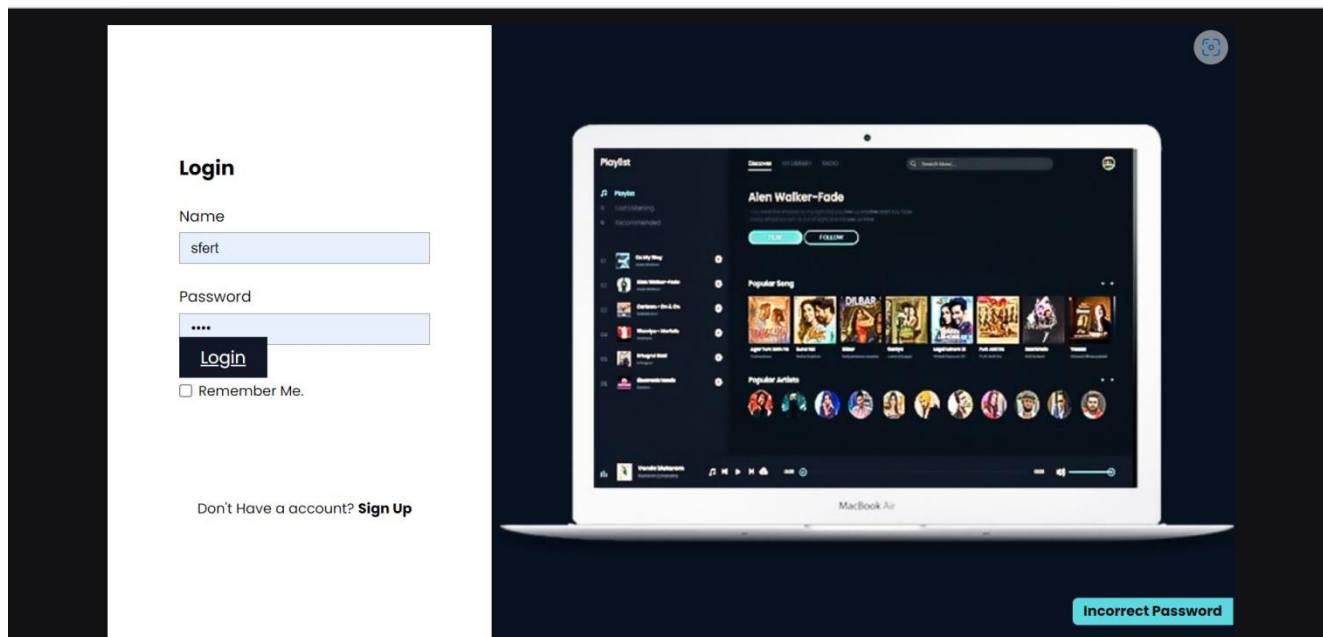## ○Second level Data Flow Diagram

Second Level DFD - Online Music Portal

CHAPTER-4

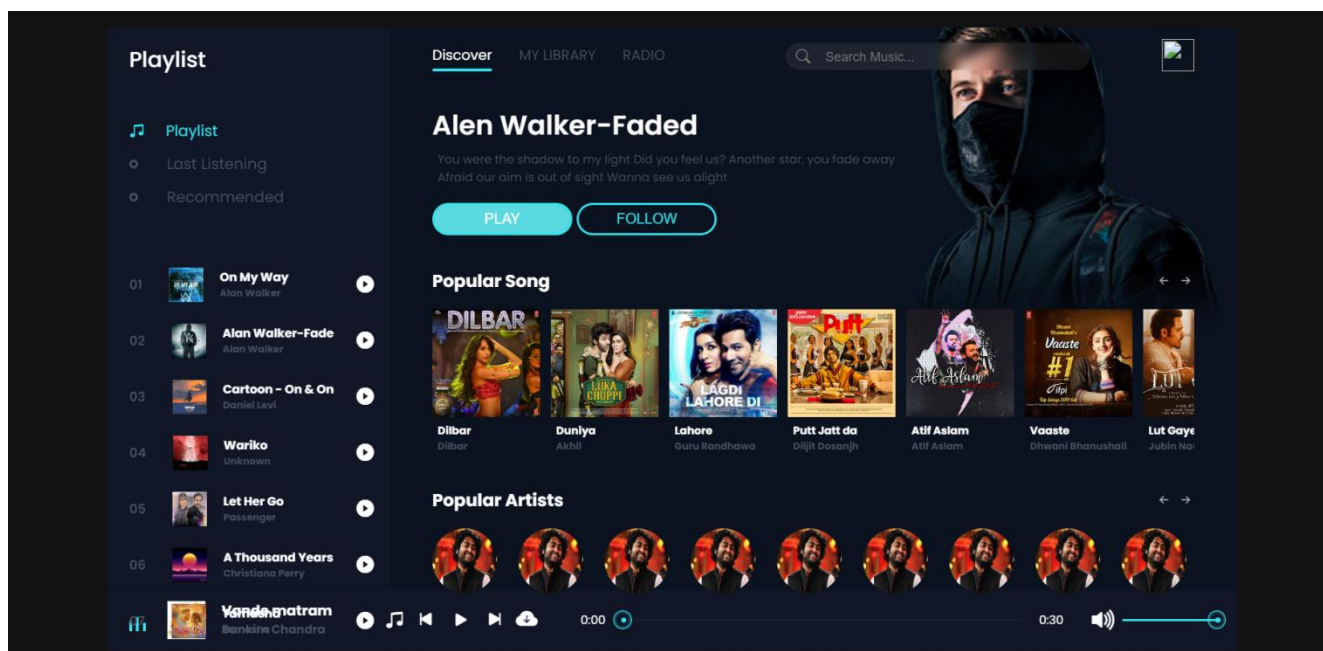# RESULTS ANALYSIS AND VALIDATION

4.1. Home Page

4.2. Login Page

4.3. Main Page

CHAPTER-5

CONCLUSION AND FUTURE DEVELOPMENT

4.1 Conclusion

The following conclusions can be drawn from our system: -

- Automation of the system improves efficiency.
- It has a friendly GUI that makes user interaction easy.
- It effectively overcomes the delay in communication.