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Synopsis

On

Music Player

Partial fulfillment of the requirements for the degree of

Master of Computer Application
Submitted By:

AJIT KUMAR - 2100290140010

VIVEK SINGH – 2100290140153

HIMANSHU SAINI - 2100290140071

CHIRAG SHARMA - 2100290140055

Submitted To:

Project In-Charge   **Project Guide**

Mrs. Divya Singhal   Dr. Vipin Kumar
Asst. Professor   Assoc. Professor

Department of Computer Applications,
KIET Group of Institutions,
Delhi-NCR, Ghaziabad
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<u>ABSTRACT</u>

The Music Player allow the user to play music, podcasts and so on anywhere. Music is easily stored and managed on the MP3 player , including skipping tracks or, on some models, arranging playlists.

The Music Player stores some local Music which is used to play without connectivity of internet .
User got some features like change next song , volume up down , pause music .

The music player display image of song which Is played currently user can see which song is going to play next.

This music portal, as described above and lead to error free, secure, reliable and fast management system . it can assist the user to concentrate on other activities rather to concentrate on the record keeping .

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Introduction

The music player allows a user to play various media file formats. It can be used to play audio files. The music player is a software project supporting all known media files and has the ability to play them with ease. Music has always been a means of entertaining people even from the earliest ages of the civilization. Historically it was produced by musicians and only available during life concerts. The technological evolution made it possible to save the music on vinyl plates, later electromagnetic charged stripes, CDs until the technology brought us to saving tracks digitally. When dealing with a huge collection of tracks, people encounter management problems they did not have before. So they have to develop new ways of using the music collection for their entertainment. Playlists are a good approach for saving successions of tracks that one likes. The most dominant problem of existing playlist generation mechanisms is, however, their lack of flexibility: new tracks are not automatically added, they don't adapt to the user's current mood etc. A new approach in dynamically organizing tracks into playlists is on its way.

Resources

(a -) Hardware Requirements

Processor -	**:** Processor i3 or above
Clock speed-	**:** 3.0 GHz
RAM size-	**:** 4 GB [MINIMUM]
Hard Disk capacity-	**:** 20 G

(b -) Software Requirements

Operating System-	**:** Windows and Linux
Browser-	: Any Browser
Application software-	**:** Microsoft Visual studio
Server Required-	**:** No Server
Language Required-	**:** React ,Nodejs , CSS, Java Script
Documentation-	**:** MS Word

Module

Signup: User can create account by Signing up . After signup user get user id and password which is used for login.

Login: After successful sign up user enter user id and password and login to application where he/she can enjoy the music.

Interface: After successful sign in user will face Music player where he/she can play music ,skip music , increase volume and decrease volume , he can download music too , and mange the playlist and many more features…

Report/Output

- The output of this project is that, You can play music and Entertain your self.

- This Project will get music from user folder and play local music's.

Conclusion

It has also been proven that music has a huge effect on your mood. This occurs because of the rhythm and tone that we hear when we listen to music. When we listen to a rhythm, our heart actually begins to synch with it.

Gantt Chart in terms Of week

Task	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Synopsis & PPT	**Done**								
Admin Module		**In this week**							
Signup Module			**In this week**						
Login Module				**In this week**					
Report Module					**In this week**				
UI Design						**In this week**			
Testing							**In this week**		
Project Report								**In this week**	**Final Testing**