

Develop a music player app

The app will have control to

(1) to start a foreground service to start playing music (store some music files in appropriate resource directory)

(2) stop playing the music

(3) start another activity that checks if the Internet connection is available, if so it talks a music player server and downloads the music files and save in appropriate files (we have hosted a sample audio file at <http://faculty.iiitd.ac.in/~mukulika/s1.mp3> , download and save this audio file) that are private to the app

(4) It will have broadcast receivers for the following actions BATTERY_LOW, POWER_DISCONNECTED, BATTERY_OKAY

Design the UI of the app using a fragment.

In the demo, we will evaluate your assignment on the following aspects:

(1) start the service to play a song: 2 marks

(2) stop the service: 2 marks

(3) check for network and download song: 3 marks (1 mark for checking network availability, 1 mark for connecting to the webserver, 1 mark for downloading)

(4) saving the downloaded song into appropriate file: 1 mark

(5) correctly implement all broadcast receivers: 2 marks

(6) UI design using fragments: 2 marks

(7) viva (all related concepts): 2 marks

(8) app functions properly (doesn't crash): 1 mark

Bonus mark: If your app is able to play the downloaded file (1 mark)