Escuela de Ingeniería informática de Oviedo
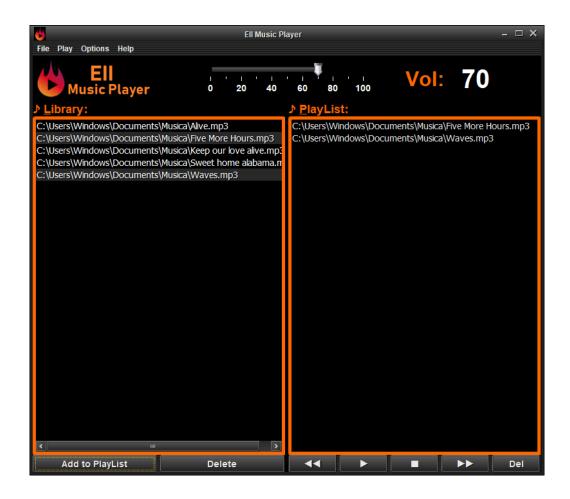
Lab 8

EII Music Mp3 Player

1. Goals

The main goal of this lab is to develop an application implementing a MP3 player with GUI.

2. Development of the Application

1) The user, using the corresponding menu option, will access to the storage devices of the computer and select the music files he/she wants to play

2) The selected songs will be shown through the interface in the *Music Library* list

3) The user will select from this library those songs he/she wants to play, adding them to the play list.

4) The user will be able to listen, stop, move forward, rewind or delete the songs from the PlayList.

5) He/she will also be allowed to modify the volume of the loudspeakers.

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3. What will we use?

During this lab we will face the following activities:
- Use of layouts (BorderLayout, GridLayout)
- Adding an icon to the title bar
- Use of file selectors (JFileChooser)
- List management
- Sliders management
- Properties to set up de size of a component:maximumSize, minumunSize, preferredSize
- Use of filters

4. Tasks

- **IMPORTANT**: Study the theory foundations associated to this lab. Remember that all these theory pills are part of the theory contents and will be evaluated in both the theory and lab exams.
- **Document** (with Javadoc comments) the application and the proposed extensions code.