



FACULTY OF TECHNOLOGY AND ENGINEERING

**DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING**

**FS BE-II CSE
OBJECT ORIENTED PROGRAMMING WITH JAVA
(CSE1304CS)**

SurSagar



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ABSTRACT

The **SurSagar** is a lightweight desktop application developed using Java and the Swing framework to provide personalized and efficient music discovery for users.

The system enables users to explore and play music based on their preferred **artists**

and **genres**, while also maintaining a seamless and interactive interface. It integrates recommendation logic with user-specific features such as **Favourites** and **Searching History**, ensuring that the application adapts to user behaviour and preferences over time.

Users can search for music by entering an artist name or genre, upon which the system generates relevant suggestions through its recommendation engine. When a

song is selected for playback, the application redirects the user to **YouTube**, allowing instant access to online streaming without requiring large local media storage.

Additionally, the system manages user-added favourite songs and automatically records playback history, enabling quick access to frequently played tracks. The project demonstrates practical implementation of Java Swing for GUI development, efficient data handling, and the integration of external platforms for media play-

back. Overall, the application provides a simple, user-friendly solution for personalized music browsing and recommendation.

FUNCTIONALITY BREAKDOWN

1. Login Panel (MainApp.java)

The Login Panel is the application's entry point, designed to restrict access and transition the user to the main application view.

- Input Username/Password:

The login form uses a standard Swing setup with a `TextField` for the username and a `JPasswordField` for secure password entry. The panel employs `GridBagLayout` to organize fields and labels neatly, ensuring a professional appearance.

- Attempt Login:-

Clicking the "Login" button triggers an `ActionListener` that retrieves the input strings from the fields. The button itself is styled using the centralized `Utils.styleButton()` method for visual consistency.

- Authentication Logic (Simulation):-

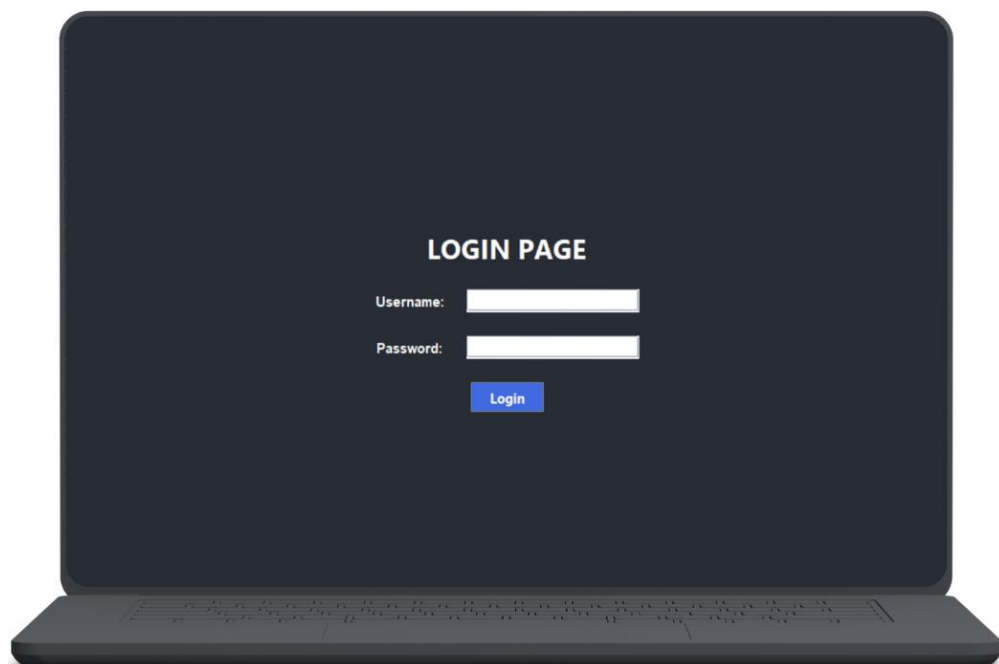
The current implementation simulates a successful authentication if both fields are non-empty. If credentials fail this basic check, a `JOptionPane` error message is displayed to the user.

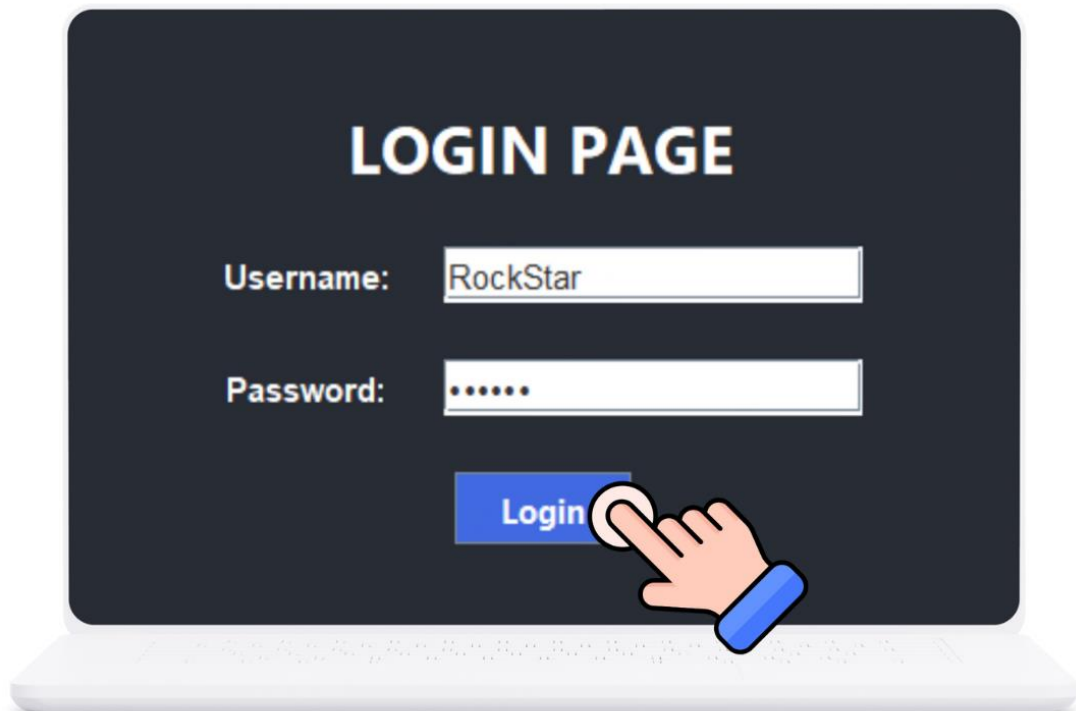
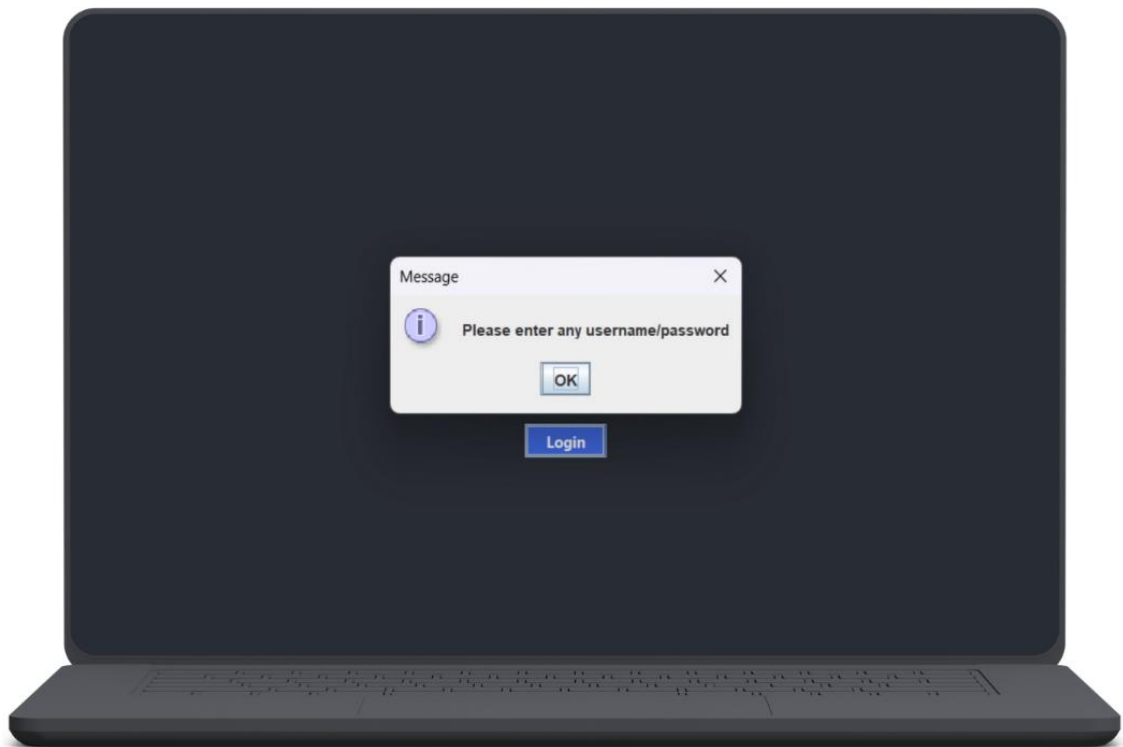
- Set Current User:-

Upon successful login, the entered username is captured and passed to the `dashboard.setCurrentUser(user)` method. This username is crucial for logging specific user activities in the History feature.

- Screen Transition:-

The `CardLayout.show(mainPanel, "DASHBOARD")` method is called. This is a core Swing technique for switching between large, distinct application views efficiently without reloading the entire window.





2. 🎵 Dashboard - Search Panel (DashboardUI.java)

This panel encapsulates the core business logic of fetching and displaying AI-driven music recommendations.

-Specify Search Criteria:-

Users can input a text string for the Artist and select a specific Mood (e.g., "Happy," "Study," "Workout") from a predefined list in the JComboBox. This dual input refines the prompt sent to the AI model.

-Initiate Search:-

Clicking the "Get Recommendations" button executes the `performSearch()` method. A simple validation check ensures the Artist field is not empty before proceeding.

-Update History:-

As soon as the search starts, a detailed log string (e.g., "user searched: artist (mood)") is created and saved to the `history.txt` file using the static `DataManager.saveHistory()` method.

-Asynchronous API Call (SwingWorker):-

The application utilizes a `SwingWorker` to perform the `musicService.fetchRecommendations()` call off the main UI thread. The `doInBackground()` method handles the lengthy network operation.

-External API Communication:-

The `MusicAPIService` constructs a JSON payload containing the prompt and sends it to the OpenRouter/Grok API via an `URLConnection`. It includes an API key for authorization.

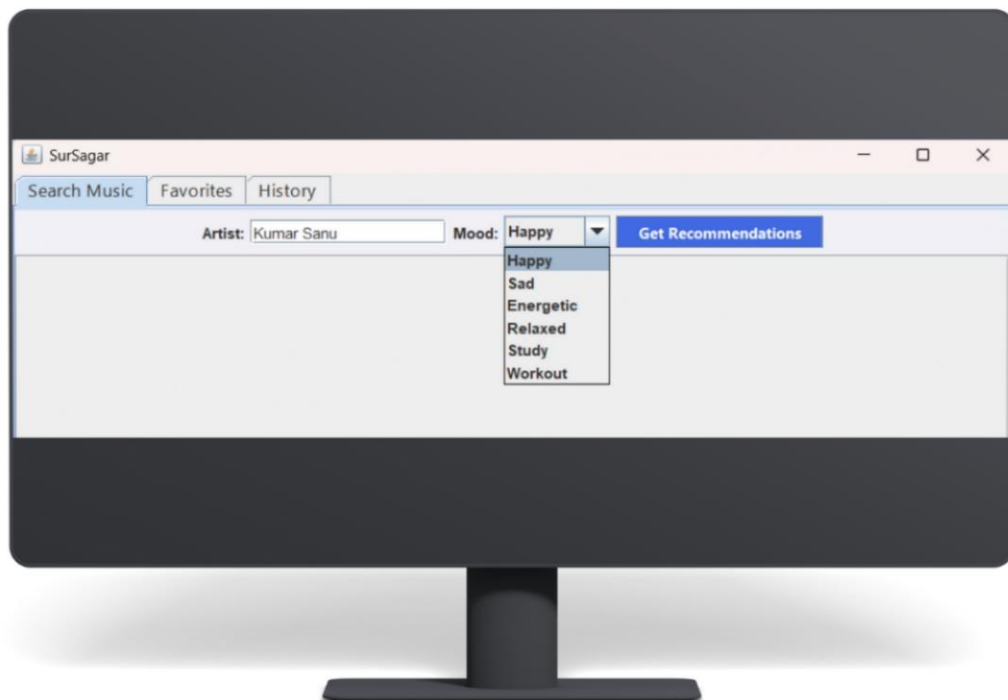
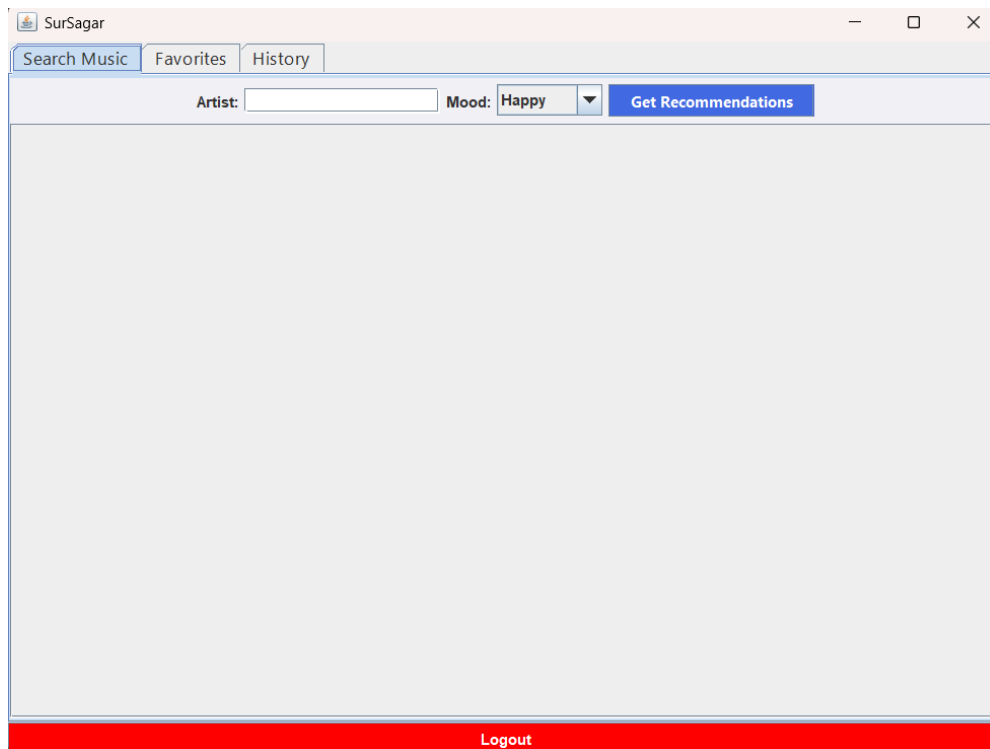
-Response Handling and Parsing:-

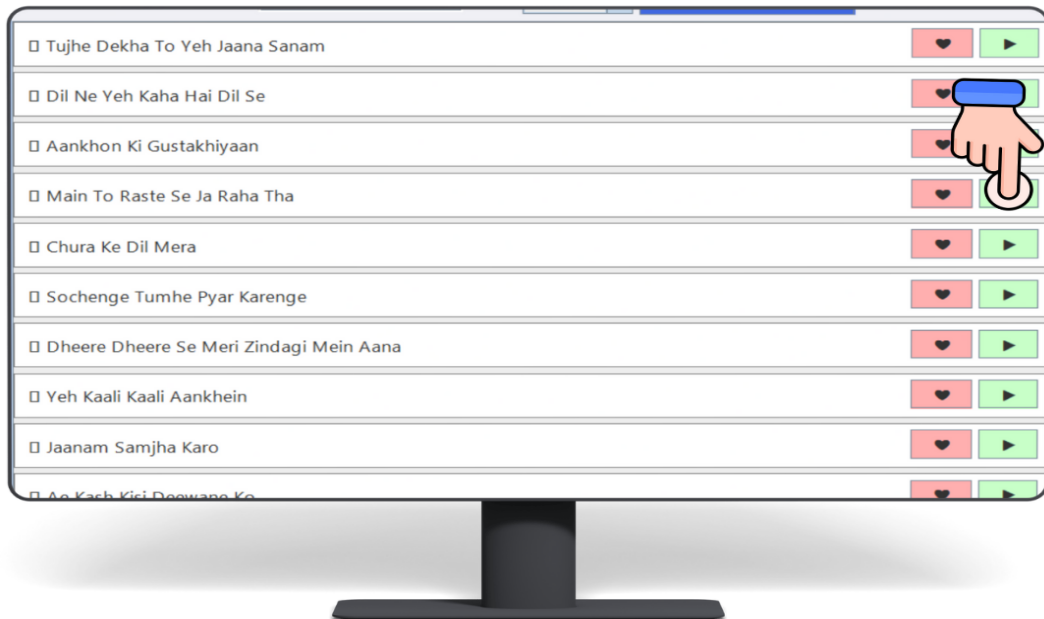
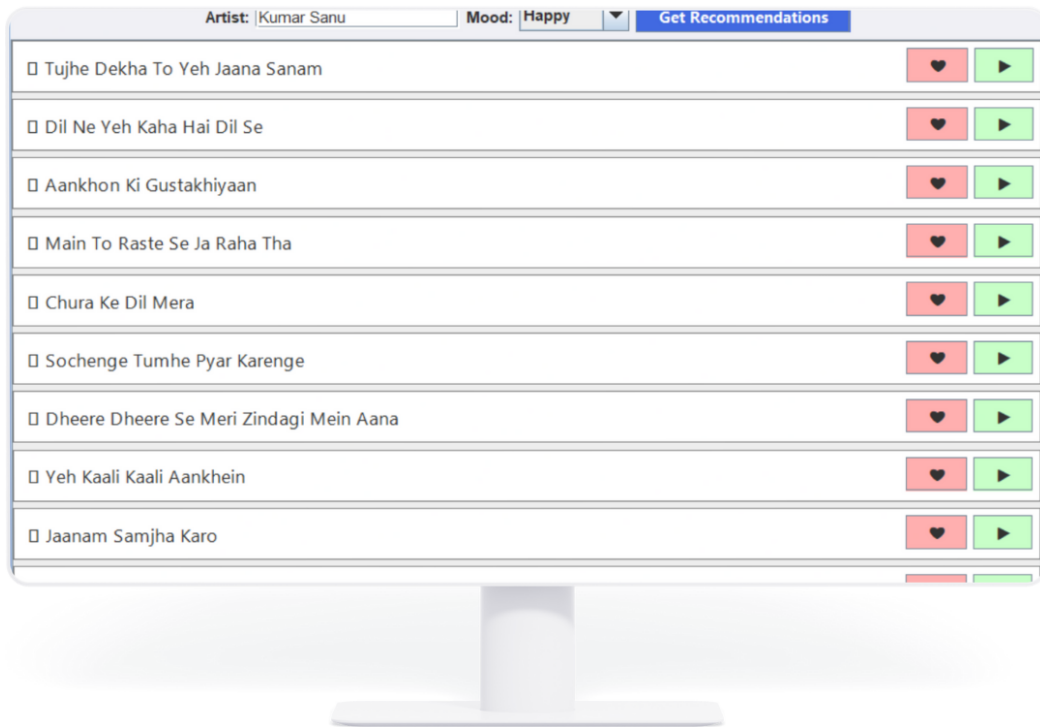
Upon receiving the response (HTTP status 200), the service manually extracts the song list from the deeply nested JSON structure. The output is processed to clean up brackets, quotes, and commas, returning a clean `List<String>` of song titles.

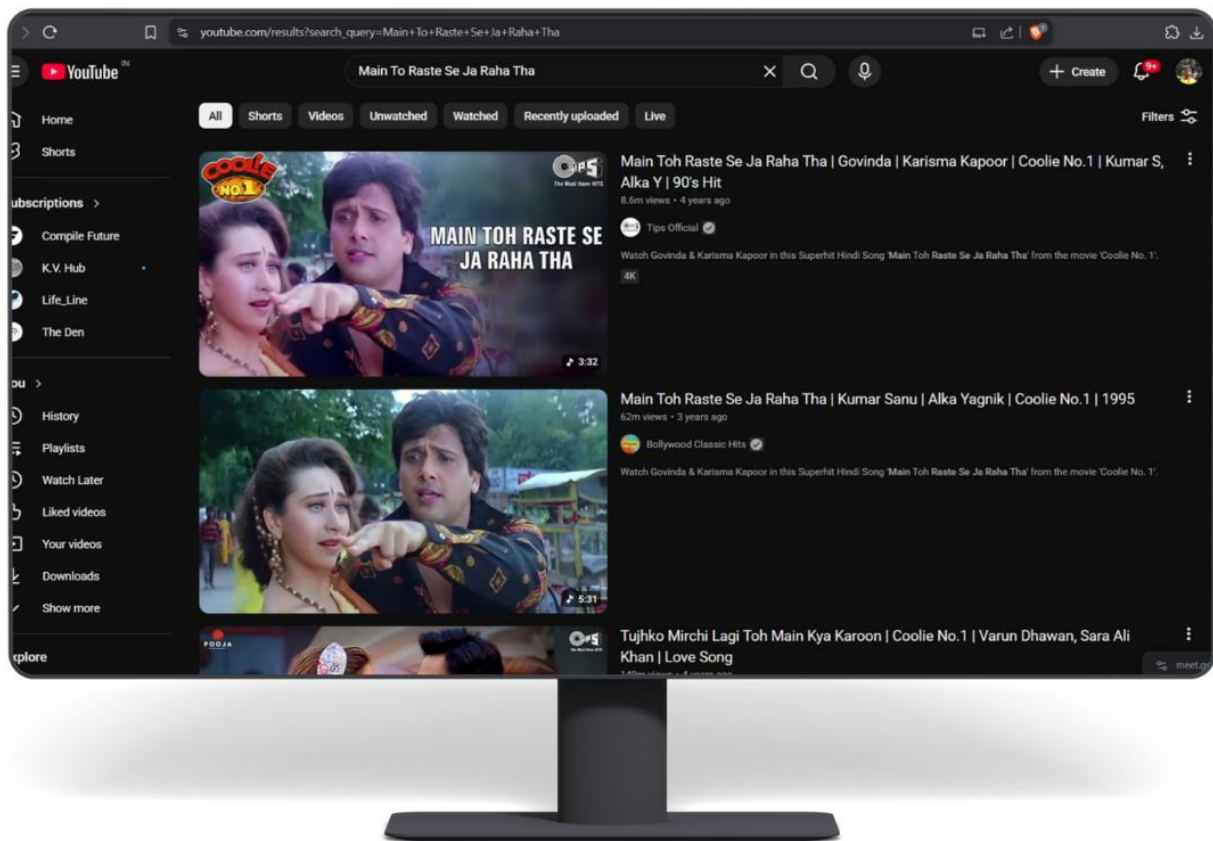
-Render Results (Custom Component):-

The `SwingWorker.done()` method ensures the UI update occurs on the EDT. It iterates through the received songs, creating and adding a custom `ResultPanel`

component for each entry.







3. Favorites Panel (DashboardUI.java & ResultPanel.java)

This feature enables users to curate a personal list of recommended songs, integrating the search and data layers.

A. Saving a Favorite (Originates in Search Tab)

-Click Favorite Button:-

The user interacts with the custom ResultPanel (Student 5's work), clicking the "♥" button.

-Persistence Call:-

This action listener calls `DataManager.saveFavorite(songName)`. This writes the song name to the favorites.txt file in append mode.

-Duplicate Handling:-

Before writing, the DataManager loads the existing favorites and uses the `List.contains()` method to check for and prevent adding a duplicate song entry, optimizing file integrity.

B. Viewing Favorites (In Favorites Tab)

-Refresh Action:-

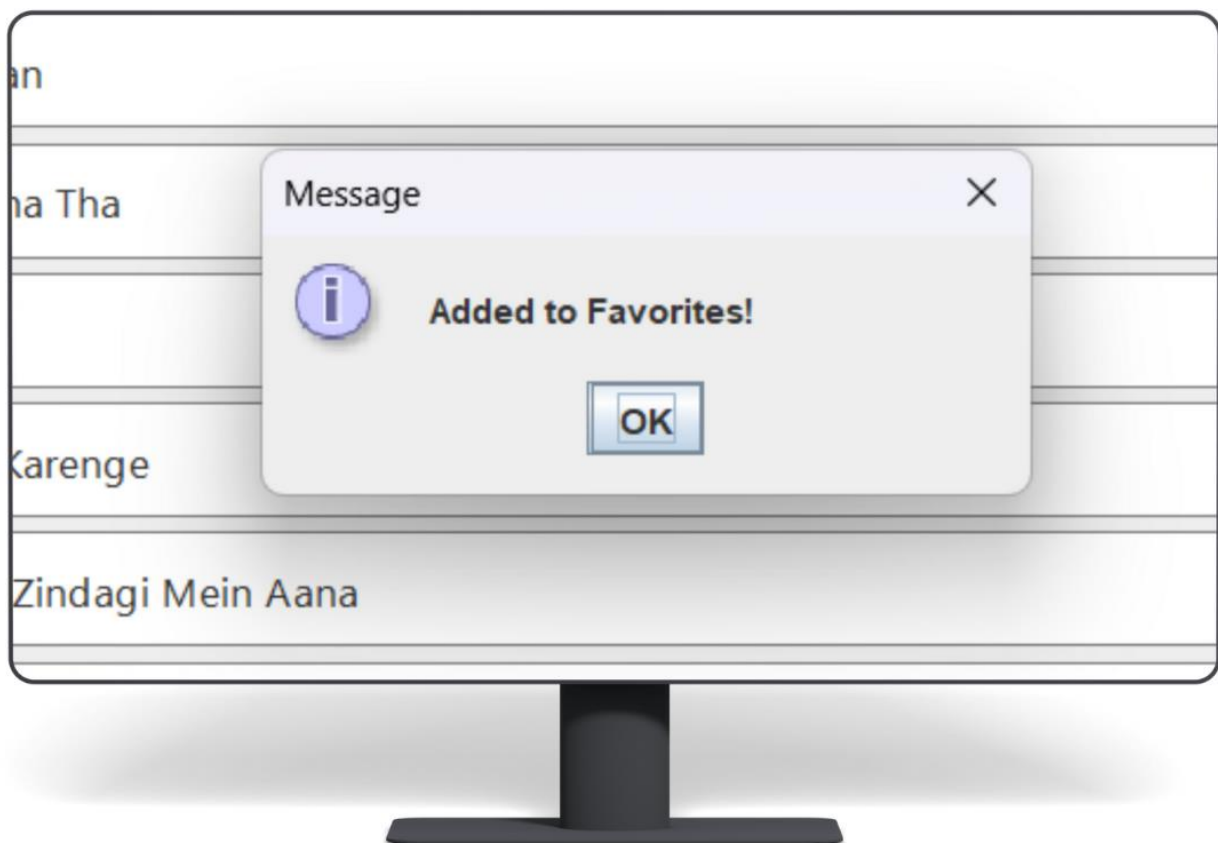
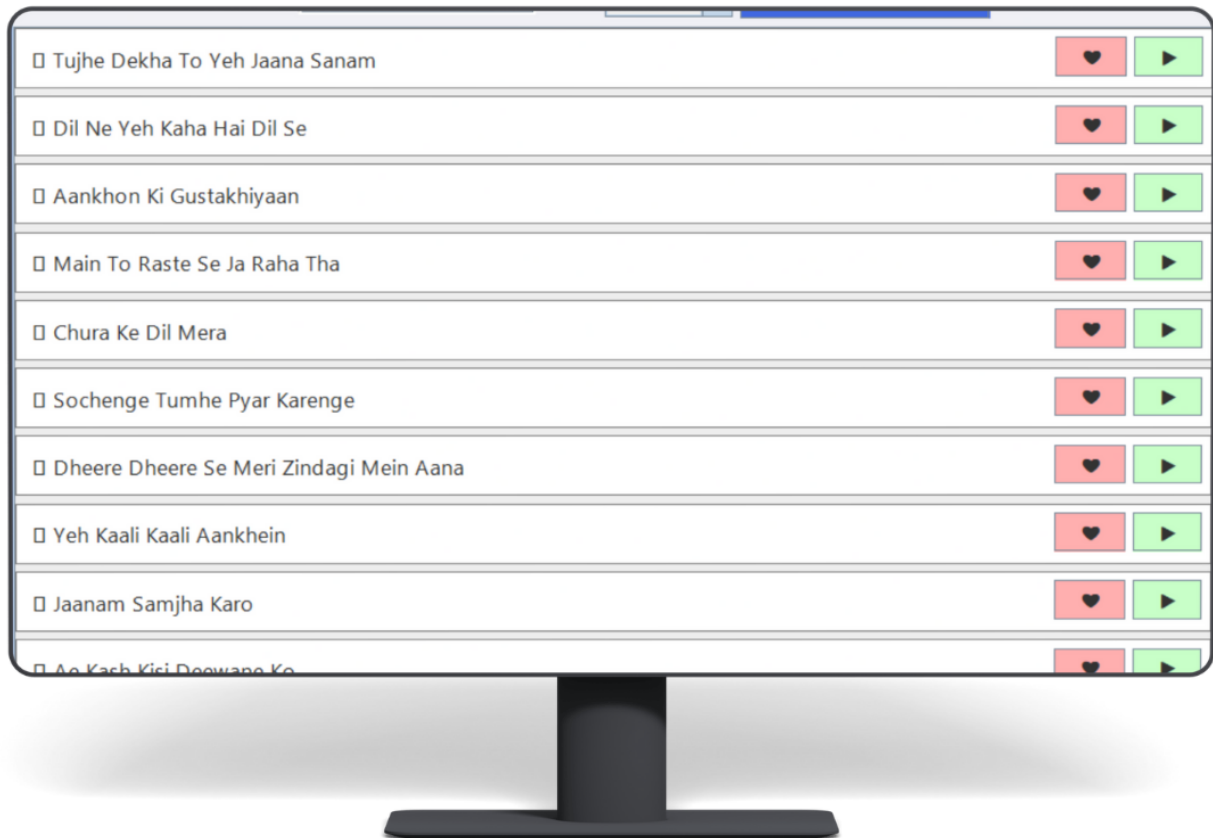
The user clicks the "Refresh Favorites" button, triggering the `loadFavorites()` method in DashboardUI.

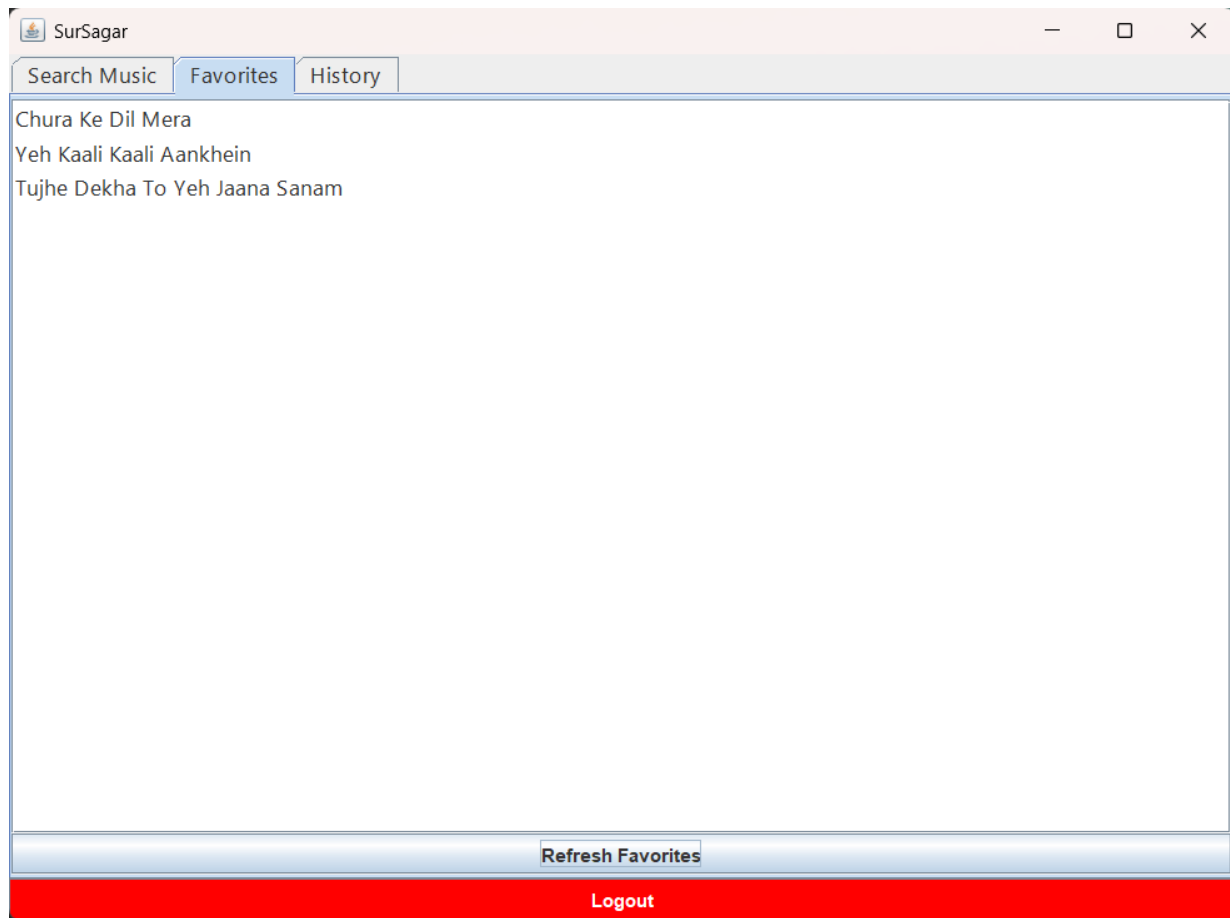
-Data Retrieval:-

`DataManager.loadFavorites()` reads all lines from the favorites.txt file using a `BufferedReader`. This demonstrates simple file I/O for data retrieval.

-UI Population:-

The list model `DefaultListModel<String> favModel` is cleared and then populated with the retrieved songs, which are then displayed to the user in the `JList` component.





3. 🕒 History Panel (DashboardUI.java)

This panel provides an auditable record of the user's activities within the application, demonstrating data logging capabilities.

- Refresh Action:-

The user navigates to the History tab and clicks "Refresh History," executing the `loadHistory()` method.

- Data Retrieval:-

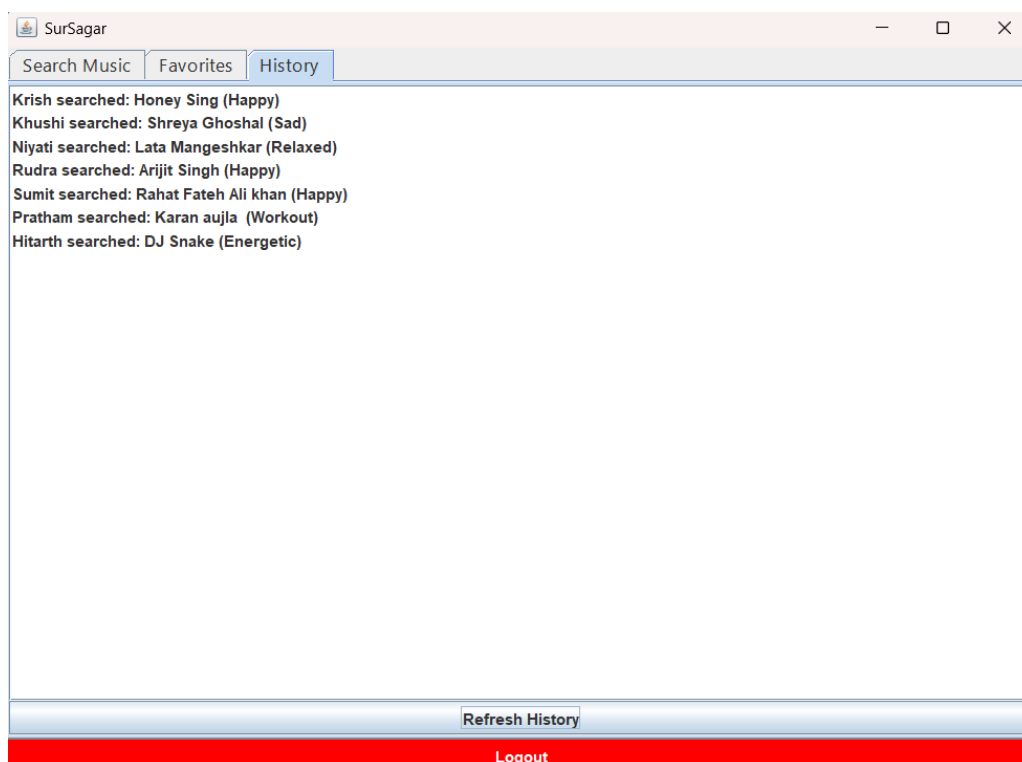
`DataManager.loadHistory()` is called, which reads line by line from the persistent log file, `history.txt`.

-UI Population:-

The `DefaultListModel<String> historyModel` is cleared and updated with the chronologically ordered search logs.

-Log Format Display:-

Each entry displayed in the `JList` shows the exact log string created during the search, including the user, artist, and mood.



SUMMARY

The SurSagar project is a desktop application developed in Java Swing, designed to provide users with personalized music recommendations by integrating with a modern Large Language Model (LLM) API. The application simulates a full-featured music discovery service, demonstrating key concepts in UI design, asynchronous networking, and local data persistence.

Key Architectural Highlights:

- **Front-End (UI):** The user interface is built using Java Swing, utilizing JFrame as the main container and CardLayout for navigating between the Login screen and the Main Dashboard. The Dashboard employs JTabbedPane to organize the Search, Favorites, and History views.
- **External Service Layer:** The core recommendation logic resides in the MusicAPIService. This service establishes a connection to the OpenRouter/Grok AI API via HttpURLConnection and sends a custom prompt (based on artist and mood) to generate a list of 10 songs.
- **Asynchronous Processing:** To ensure the user interface remains responsive, the network-intensive API call is executed in a background thread using the SwingWorker class, preventing the Event Dispatch Thread (EDT) from blocking.
- **Data Persistence Layer:** The DataManager handles data persistence by saving user history and favorited songs to local text files (history.txt and favorites.txt). This simulates a simple database connection, allowing data to persist across sessions.

Core Functionalities Achieved:

1. **AI Search:** Users input an artist and select a mood to receive AI-generated song recommendations, displayed in custom ResultPanel components.
2. **Interactive Results:** Each recommendation provides buttons to "Add to Favorites" and to "Find on YouTube", the latter utilizing the Java Desktop API to open a web browser.
3. **Logging:** Every search action is logged with user details to the History panel for review.

This project successfully integrates UI design principles with advanced networking and threading concepts in Java, resulting in a functional, modern recommendation application.

