

MP3 PLAYER IN JAVA

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AIML
III SEM

a presentation for java internship

AGENDA

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WHAT IS MP3 PLAYER

In this project, we are building a MP3 Player in Java. Java music player is a simple classic mp3 player which has features like playing selected mp3 music files, pausing the music, resuming the music, and stopping the music. The music player is used daily by all types of users. Music helps users to create a fresh mind, inspire life, and also boost the mind of the user. We have used `java.swing` and `java.awt` packages to create the GUI of the application and `jaco-mp3-player-0.9.3 jar` file to play, pause, resume, stop and adjust volume of mp3 files and in design of GUI. MP3 player can be combined and used to make media players.

TOOLS



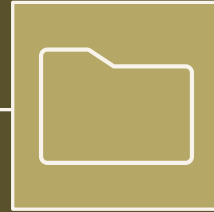
JAVA

Programming
language



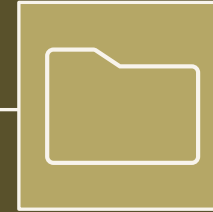
NETBEANS
IDE

Platform to
build our
project



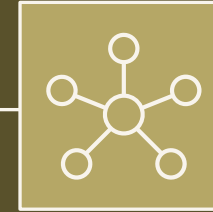
JAVA.AWT
PACKAGE

External library
for GUI design
such as frames,
windows,
panel,
dialogue



JAVA.SWING
PACKAGE

External library
for GUI design
such as button,
icon, file
chooser, label



JLOC
JAR FILE

Cross platform
external library
to play mp3
files

CONCEPTS

- In this project, Java is used for all the features of the MP3 player. Each individual student gained the knowledge of Java. Mainly, two Java packages are used to build the MP3 player namely java.awt and java.swing and thee jloc java jar
- Concepts learnt :
- The basic introduction to Java.
- Basic introduction to creating GUIs.
- Knowledge about classes, nesting and inheritance
- Basic knowledge of constructors and methods
- Basic Knowledge about java.awt and its classes and methods
- Basic knowledge about java.swing and its classes and methods
- Using instance methods for volumeup and volumedown in MP3 player.

PROGRAM AND WORKING

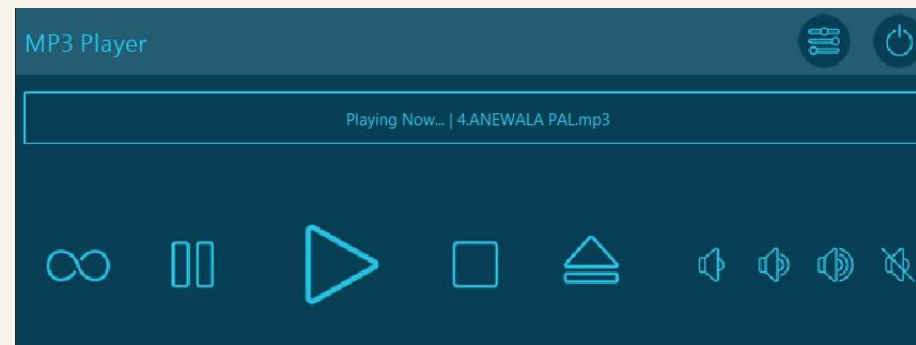
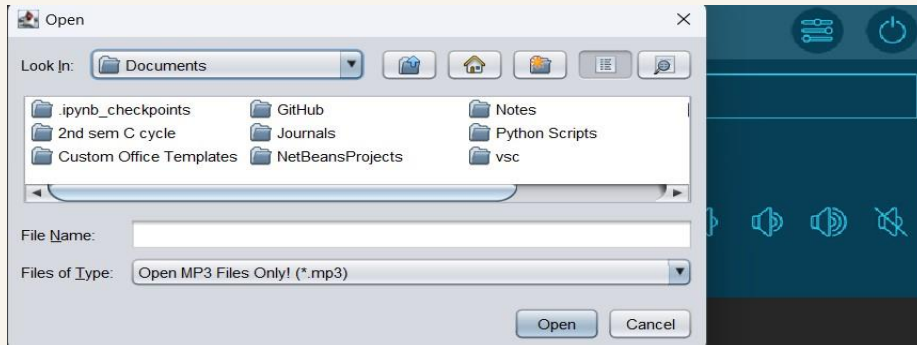
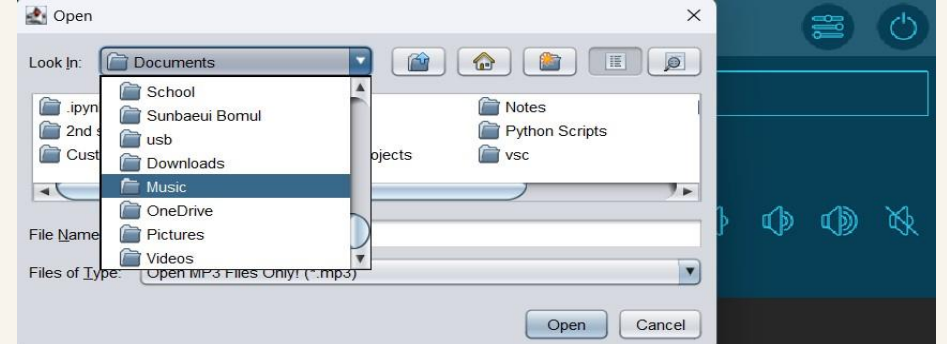
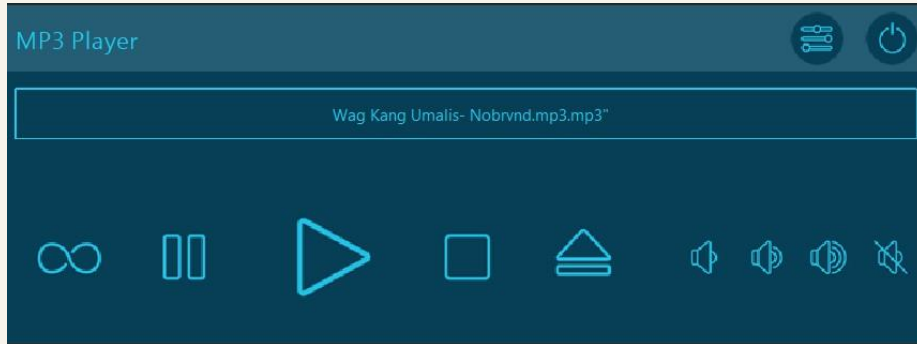
PROGRAM

- we will create a user interface for our mp3 music player in java. We will need image buttons such as play, pause, resume, stop, selecting song and for volume. Also we need FileChooser which helps us to choose the mp3 music file from the directory of the system and one label is needed to print which current song is selected.
- To add functionalities to buttons, we have to implement the ActionListener interface in your class. Then we override its method actionPerformed() in that class. So when we click on select a file, a dialog window should appear from which we can select the Mp3 file.

WORKING

- When we click on the Select Mp3 button, a dialog window will appear from which we can select the Mp3 file.
- When we click on the Play button the mp3 file that we have selected will be played, and when we click on the pause button, then it will be paused, when we click on the Resume button, it will be resumed from where it had been paused, when we click on the Repeat button, it will repeat after finishing and after clicking on the Stop button, the music will be stopped.
- On clicking volume buttons, we can decrease, increase or maximize volume

OUTPUT

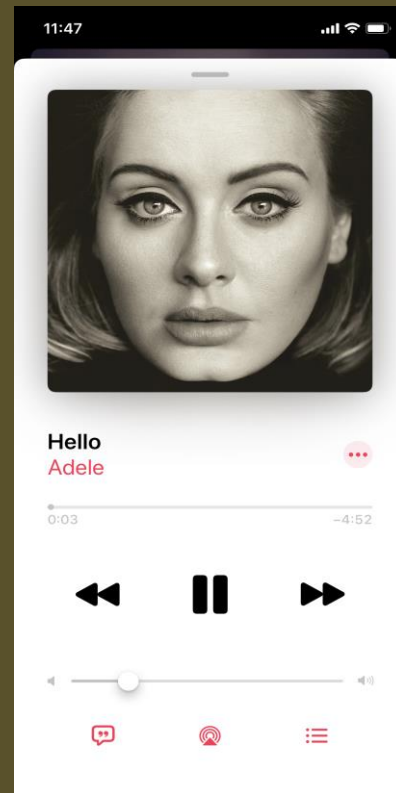


EXAMPLES

SPOTIFY



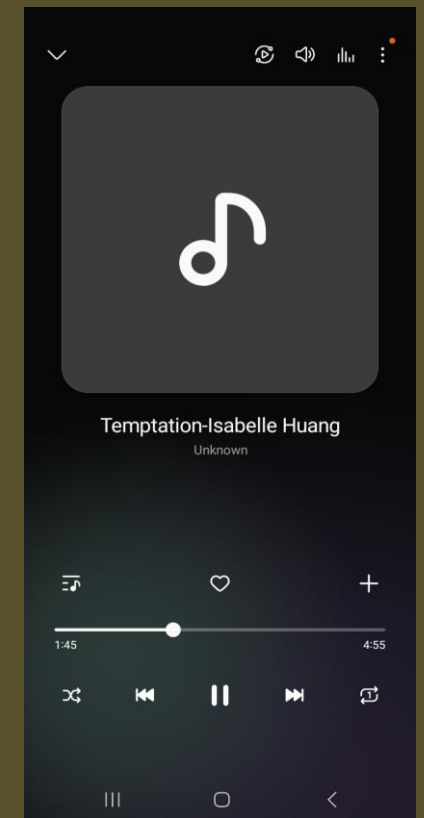
APPLE MUSIC



YOUTUBE MUSIC



SAMSUNG MUSIC



With this internship we got to learn about Java and various important concepts such as classes, nesting, inheritance, constructors and methods. We also learnt about the applications of JAVA in making functional projects with the help of external libraries, packages and jar files such as java.awt, java.swing and jloc java jar. With the help of all this information and resources we successfully made a MP3 player.

SUMMARY

THANK YOU