



**18CSC206J- Software Engineering and Project Management**

**TOPIC:ONLINE MUSIC STREAMING WEBSITE**

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## **ABSTRACT:**

- Media usage is changing rapidly these days. This process has been ignited by several technological advances, in particular, the availability of broadband internet, the World Wide Web, affordable mass collections of music that have reached sizes that make it hard to maintain an overview of the data by just browsing hierarchies of folders and searching by song title or album.
- Everyone has their own taste in music, but one thing that's common is the fact that we listen to a lot of songs on a daily basis. What if you are low on storage and would like to listen to songs on the go? Well this online music streaming is the perfect answer for this question.

## **OBJECTIVE:**

- The objective of this project is to create a materialized, responsive and secure music player that goes all the way to do almost anything you would want from an interactive music player.
- This website is a collection of songs from different languages in one place at free of cost only to provide a user-friendly interface for streaming music. It is an interactive, intuitive and dynamic online music player.
- There are seamless UI transitions which make the whole user experience very user friendly and easy to use. Also various animations and partial effects are used throughout the website to make it look delightful.
- The whole website is responsive as well, meaning it would look good and run fine on devices of all screen sizes ranging from mobiles to laptops.

- Several approaches have been made to enhance the users listening experience, while most of them rely on the music content provided by the user, this project presents an online application that sources the audio content from publicly available resources.
- With the increasing playlist and song selection, a good music player that can play songs online is a must. Nothing is better than that for an audiophile.

## **PROPOSED SYSTEM:**

- Single website for songs of different genres, albums, artists and languages
- No unwanted popup or ads
- Simple, dynamic and fast searching of songs based on user input
- Secure web application

## **FEATURES:**

- Login or registration of the user
- Play, shuffle, skip and repeat options
- Seeking music progress and volume
- The number of times the track is played and its duration
- Adding and removing songs from a playlist
- Set songs on repetition and queue
- Dark theme which is pleasant to eyes
- Browsing and discovering new music
- Plus you get track recommendations
- Unlike other music streaming websites, this will have feedback section.
- Getting new music recommendations based on listening patterns
- Sorting and searching music based on artist, album or genre

## **TECHNOLOGIES USED:**

In this project we will be using several techs which are:

1. **Browser:** Google chrome – currently the most popular browser by google
2. **Languages:** HTML, CSS, Java script
3. **Web Development Frameworks:** Node.js -Node.js is an open-source, cross-platform, back-end JavaScript runtime environment that runs on chrome v8 engine and executes JavaScript code outside a web browser.
4. **Protocols:** HTTP - The protocol requests the website from Google's server and then receives a response with the HTML, CSS, and JavaScript of the website.
5. **Git:** GitHub

## **CHALLENGES:**

- Most of the music streaming sites are user friendly and don't promote user interaction
- There is no option for downloading songs to listen offline
- Need an internet connection to stream music
- Dealing with fake music and fraudulent streams

# **BUSINESS CASE TEMPLATE**

DATE : 10/02/2021
SUBMITTED BY : BATCH 3 (391, 387, 392)
TITLE : ONLINE MUSIC STREAMING WEBSITE

## **THE PROJECT**

- Stream website whenever and wherever
- User friendly
- Secure web application
- Fast searching of songs
- Feedback forms available

## **THE HISTORY**

In bullet points, describe the current situation

- No user interaction available
- Slow streaming music
- Dependent on internet access
- Ads may infer the streaming experience

## **LIMITATIONS**

List what could prevent the success of the project

- Less categories in project
- Not all genres and songs available
- Lack of coding language knowledge

## APPROACH

List what is needed to complete the project.

- HTML, CSS, Java script
- Protocols
- Git
- Access to online music
- Larger Storage

## BENEFITS

In bullet points, list the benefits that this project will bring to the organization.

- Development of Free Streaming
- Improvement in process of handling the employee
- Less Time Consumption
- Available anywhere

## STAKE HOLDER TEMPLATE :

DATE	10/02/21
PROJECT	ONLINE MUSIC STREAMING WEBSITE
SUBMITTED BY	BATCH 3 (387,391,392)

PROJECT STAKE HOLDER NAME	LEVEL OF KNOWLEDGE ABOUT THE ISSUE	SPECIFIC INFORMATION NEEDS	PROJECT INTRESTS	IMPACT ON PROJECT	ROLE
	UNINFORMED /FAMILIAR /EXPERT	TYPES & FREQUENCY OF COMMUNICATION	SPECIFIC AREAS OF INTREST AND PARTICIPATION	POSITIVE /NEGATIVE /INFLUENCER /SUPPORTER	DECISION MAKER /COLLABORATOR /INFORMATION/ PARTICIPANT
Top manager	Expert	Controlling allocating resources and financial support	Leader &organization heads	Influencer	Decision making
Project manager	Expert	Managing progress, solving problem	Technical& business project managers	Supporter	Decision making
Developer	Familiar	Designing, programming	Skilled and experienced programmer	Positive	Participant
Employee head	Familiar	Assigning the work, forming the work flow	Group head &team leader	Supporter	Consultant
Employee	Familiar	Work on assigned task, produce outputs	Co-operating with colleagues	Positive	Collaborator
Colleague	Familiar	Performing tasks	Co-operating with one another	Positive	Collaborator
Reviewer	Uninformed	Checking the demands and complaints	Record arrangement review	Negative	Participant



## USER STORY TEMPLATE:

USER STORY ID	As a <type of user>	I want to <goal/objective>	So that <benefit/result/some goal>
1	Project team member	know all my tasks in advance	I can prepare and plan my time properly
2	Project manager	get a weekly report of project analytics	I can monitor the effectiveness of the project
3	CEO	get a weekly report from all department heads on their team goals	I know whether my strategy is working
4	Software developer	reskill myself by attending the training program	I can stay employed
5	Developer	use the customers feedback and improve the application	I can meet the needs of customers
6	User	login to your mobile application	I can stream songs online
7	User	give feedback about your application	I can meet my requirements

## 1. Executive Summary

### ONLINE MUSIC STREAMING WEBSITE

## 2. Project Scope

This project is created to provide a user friendly online music streaming website completely free of cost. This website is a collection of songs from different languages in one place .It is an interactive, intuitive and dynamic online music player.

S.No	Activities in Scope	Activities Out of Scope
1	Login or registration of the user	User may not be able to make personalised playlist
2	Seeking music progress and volume	Some genres may not be available
3	Play, Shuffle, Skip and repeat options	Cannot download songs
4	Set songs in repetition and queue	Songs cannot be played offline
5	Browsing and discovering new music	
6	Creating a playlist	
7	Search results based on various factors	
8	Manage the information of music	
9	Feedback section	

### I. In Scope

- This project provides a user friendly online music streaming website completely at free of cost.
- This does not contain any unwanted ads or popups.
- Shows us the track recommendations based on various results.
- We can play, shuffle, skip and repeat the songs.
- Enable the user to set songs in repetition and queue
- This also contains a feedback section to make friendly user interaction.

## II. Out of Scope

- User may not be able to make personalised playlists
- Some genres may not be available
- It doesn't have an option to download songs
- Songs cannot be played offline

### Epics [Major Functions]

Epic (#)	Epic Description
E1	Login/Registration module
E2	Album module
E3	Track module
E4	User module
E5	Feedback module

### Functional Requirements

Requirement(#)	Requirement Specification	Department	Name of Business User	Status
E1FR1	Login/Registration		User	Login/Registration successful
E1FR2	Show track recommendations		AI team	Feature added
E1FR3	Seeking music progress and volume		User	Option provided
E1FR4	Browsing and discovering new music		User	Feature provided
E1FR5	Searching music		User	Feature added
E1FR6	Feedback section		Feedback team	Feedback section provided

## Non-Functional Requirements

Requirement (#)	Category of NFR	Requirement Specification	Name of Business User	Status
NFR1	Performance	All pages should load within 3 seconds	UI/UX designer	Medium
NFR2	Performance	Queries shall return results within five seconds.	Testing specialist	Medium
NFR3	Availability	Application should be available for 24x7	UI designer	High
NFR4	Verification	The log in information shall be verified within five seconds.	UX designer	Medium
NFR5	Confidentiality	Only the user should be able to access their records	Project manager	High
NFR6	Compliance	The application should be compatible with all major web browsers	UI/UX designer	High
NFR8	Usability	The application should use minimal staffing to operate.	Project manager	Low
E1NFR1	Flexibility	The application should be flexible so that new modes and changes can be made.	Web developers	Medium
E1NFR2	Easiness	The application should be easy to use.	UI/UX designer	High
E1NFR3	Reliability	The application should be reliable and should respond according to the need.	Web designer	Medium

## Infrastructure Requirements

Requirement (#)	Requirement Specification	Type of requirement
IR1	Processor-Pentium 3 - 630 MHZ	Hardware
IR2	RAM - 128 MB	Hardware
IR3	Hard disk - 20 GB	Hardware
IR4	Language - JavaScript	Software
IR5	Browser - Mozella, Firefox ,Google chrome ,opera	Software
IR6	Any Operating System - Windows, Macintosh or Linux	Software

## Requirement definition in Agile

User Story	Acceptance Criteria	Size of User Story
As a Project manager, I want to get a weekly report of project analytics	So that I can monitor the effectiveness of the project	Medium
As a Project team member, I want to know all my tasks in advance	so that I can prepare and plan my time properly	Medium
As a Developer, I use the customers feedback and try to improve the application	So that I can meet the needs of customers	Medium
As a User, I want to login to your mobile application and give feedback about your application	So that the user can stream songs online and can meet their requirements	Small

## **COST ESTIMATION**

- In order to achieve efficient and effective management of software projects, it is important to estimate the size and cost of the project.
- For the size and cost estimation of our “ONLINE MUSIC STREAMING WEBSITE” we will use COCOMO model to predict the development effort of the statistical analysis package.
- The COCOMO model is an accepted standard for the measurement of software size in software engineering.

### **COCOMO MODEL:**

- The COCOMO model is a good measure for estimating the number of person-months required to develop software.
- My project, the Statistical analysis package is an application program.
- According to Boehm’s definition of different systems, our system can be recognised as an “ORGANIC” system.

Our project requires:

- Small team size
- Moderate understanding of the problem
- Team members having experience regarding the problem.
- Little Innovation and not so tight deadline

## Basic Model:

NAME	Equation	Units
Efforts	$a(\text{KLOC})^b$	Persons month
Development Time	$c(\text{Effort})^d$	Months
Effort Staff Size	Effort/dev time	Persons
Productivity	KLOC/Effort	KLOC/PM

The above table is used for the cost estimation for the basic COCOMO model, and also is used in the subsequent models.

The constant values a and b for the Basic Model for the organic system:

SOFTWARE PROJECT	a	b	c	d
ORGANIC	2.4	1.05	2.5	0.38

**Lines of Codes = 5 KLOC**

**Effort =  $a(\text{KLOC})^b$**

= 2.4 (5)<sup>1.05</sup>

= 13.005 PM

= 13 PM (approx.)

**Development Time =  $c(\text{effort})^d$**

= 2.5 (13.005)<sup>0.38</sup>

= 6.62 months

= 6.5 months (approx.)

**Average staff size = Effort/development time**

= 13/6.62

= 1.96

= 2 persons (approx.)

**Productivity = KLOC/Effort**

= 5/13

= 0.38 KLOC/PM



# WORK BREAKDOWN STRUCTURE



## Executive Summary

- This project is determined to complete within 4 months timespan.
- Team of three members are required in which one should have a good coding knowledge and the other two with moderate coding knowledge.
- There are total six modules in this project and each team member will be doing two modules.
- The project is expected to complete by the end of May 2021.

## WBS With Project Schedule

Module	Activity	Assignee	Planned Start Date	Planned End Date	Actual Start Date	Actual End Date	Status
Login	Allows user to login	Chitra	10/02/21	27/02/21	12/02/21	28/02/21	PASS
Music page	Displays currently playing song	Chetana	20/02/21	10/03/21	20/02/21	13/03/21	PASS
Play, skip, shuffle, repeat	Used to shuffle, skip play, repeat songs	Samiksha	15/02/21	15/03/21	16/02/21	15/03/21	PASS
Playlist	Allows user to create playlist	Samiksha	18/03/21	28/04/21	20/03/21	30/04/21	PASS
Feedback	Allows user to give feedback	Chitra	01/04/21	05/05/21	01/04/21	06/05/21	PASS
Search	Allows user to search songs	Chetana	20/03/21	25/04/21	21/03/21	25/04/21	PASS

## Risk Identification

- Sound quality of the files
- Security of personal information
- Broad range of artists from different labels
- Ability to freely make copies of downloaded music.
- Not being financially tied down
- Access to the very latest music
- 24-hour access to music
- Availability of searchable back-catalogues
- Good reputation of service provider
- Staying abreast of the latest technologies
- Ability to keep online music collection.
- Staying up to date with artist news

## List Register

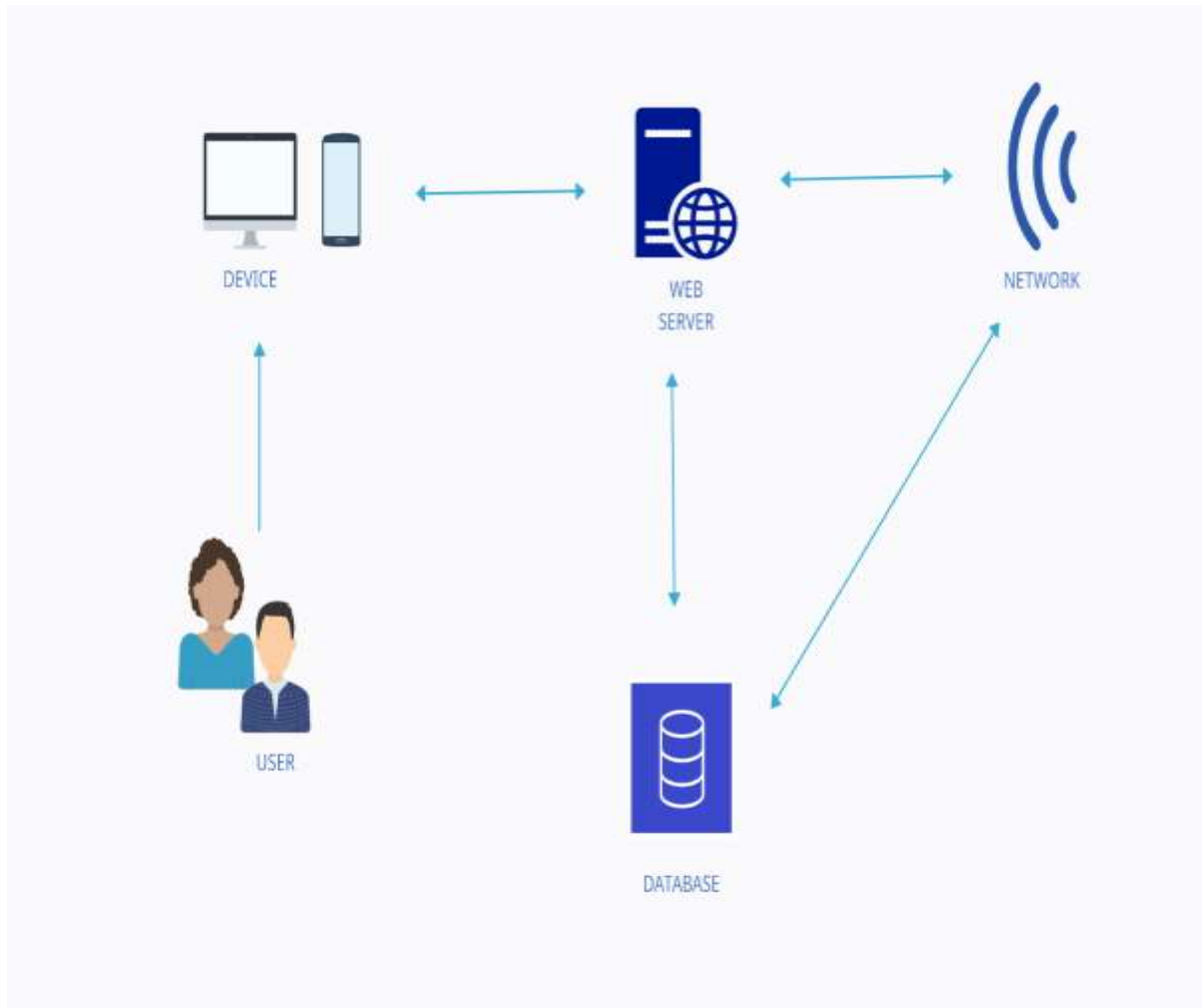
Risk ID	Risk Description	Impact Description
R01	Security of personal information	Misuse of personal information
R02	Access to the very latest music	User may not be satisfied if he/she doesn't have access to latest music
RO3	24-hour access to music	Users may not find it user-friendly if music is not available 24/7
RO4	Good reputation of service provider	Some providers may have fraudulent streams
RO5	Sound quality of the files	Users may not have good listening experience
RO6	Staying abreast of the latest technologies	Old technologies may not be compatible in all devices
RO7	Broad range of artists from different labels	May have the chances of fake music under same labels

## Managing Risk

Risk ID	Status	Risk Appetite [ Accept/ Mitigate/ Transfer/Avoid]	Action	Target Date	Remarks
R01	Closed	Accept	Ensuring encryption for personal details	03/02/21	PASS
R02	Open	Mitigate	Taking the help of music streaming websites like Spotify	01/03/21	PASS
R03	Closed	Accept	Improving software	20/03/21	PASS
R04	Closed	Accept	Checking credentials of providers thoroughly	01/04/21	FAIL
R05	Closed	Mitigate	Improving sound quality	18/04/21	PASS
R06	Closed	Accept	Improve the website using latest technologies	30/04/21	PASS
R07	Open	Mitigate	Detecting fake music and taking required actions	15/05/21	FAIL

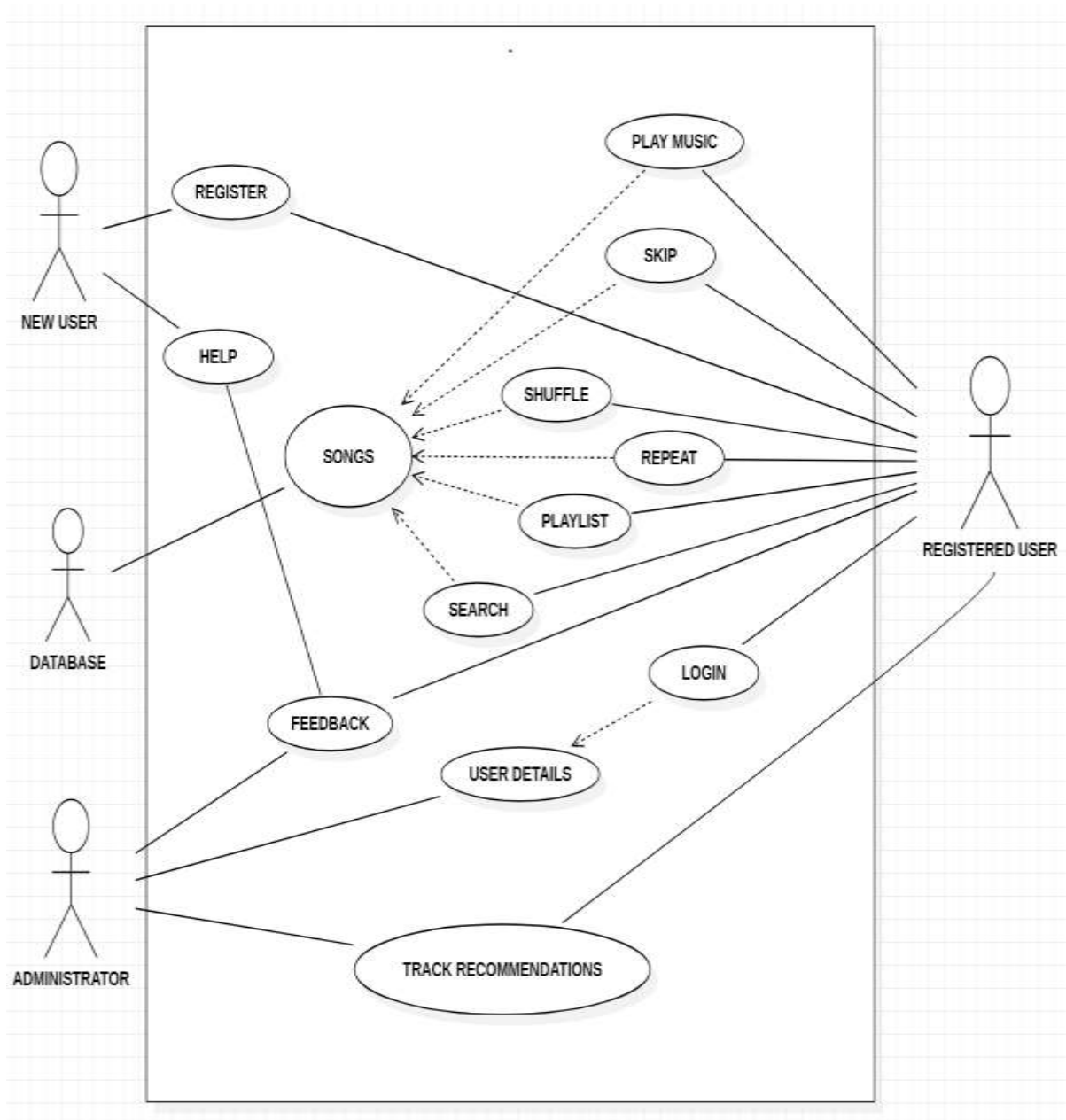
# **ARCHITECTURE DIAGRAM**

An architectural diagram is a diagram of a system that is used to abstract the overall outline of the software system and the relationships, constraints, and boundaries between components. It is an important tool as it provides an overall view of the physical deployment of the software system and its evolution roadmap



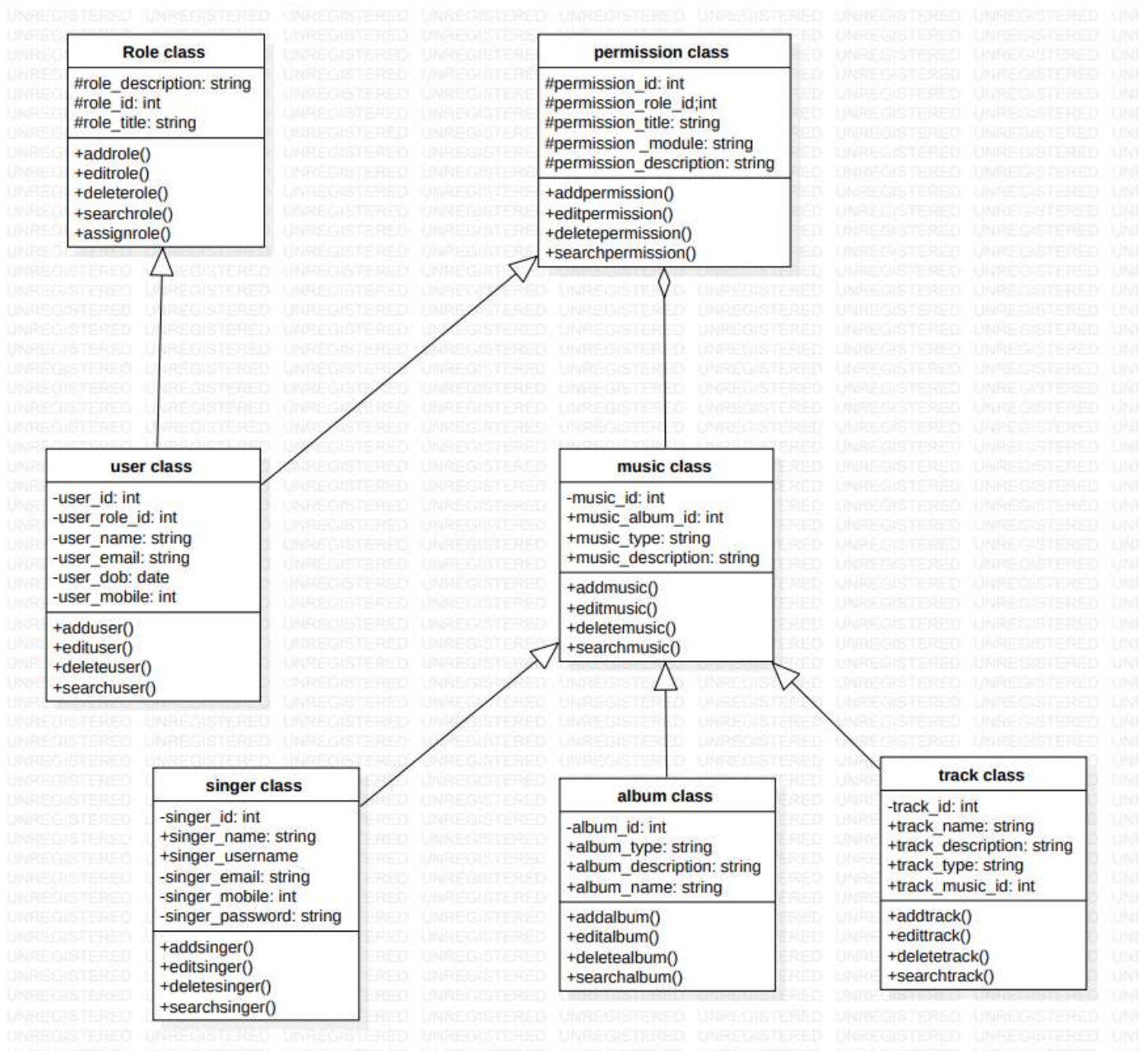
# USECASE DIAGRAM

A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved.



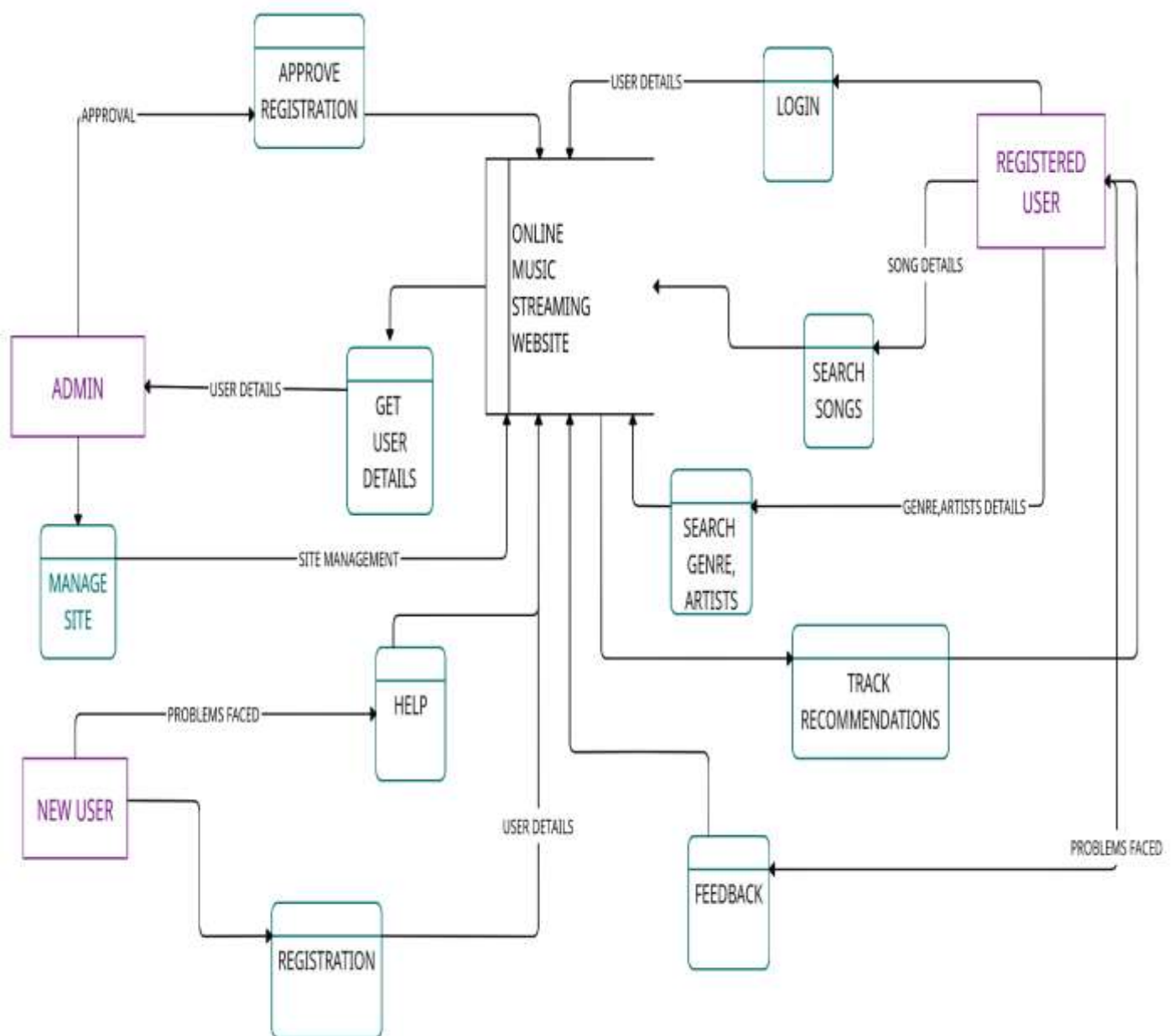
# CLASS DIAGRAM

A class diagram in the Unified Modelling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.



# DATAFLOW DIAGRAM

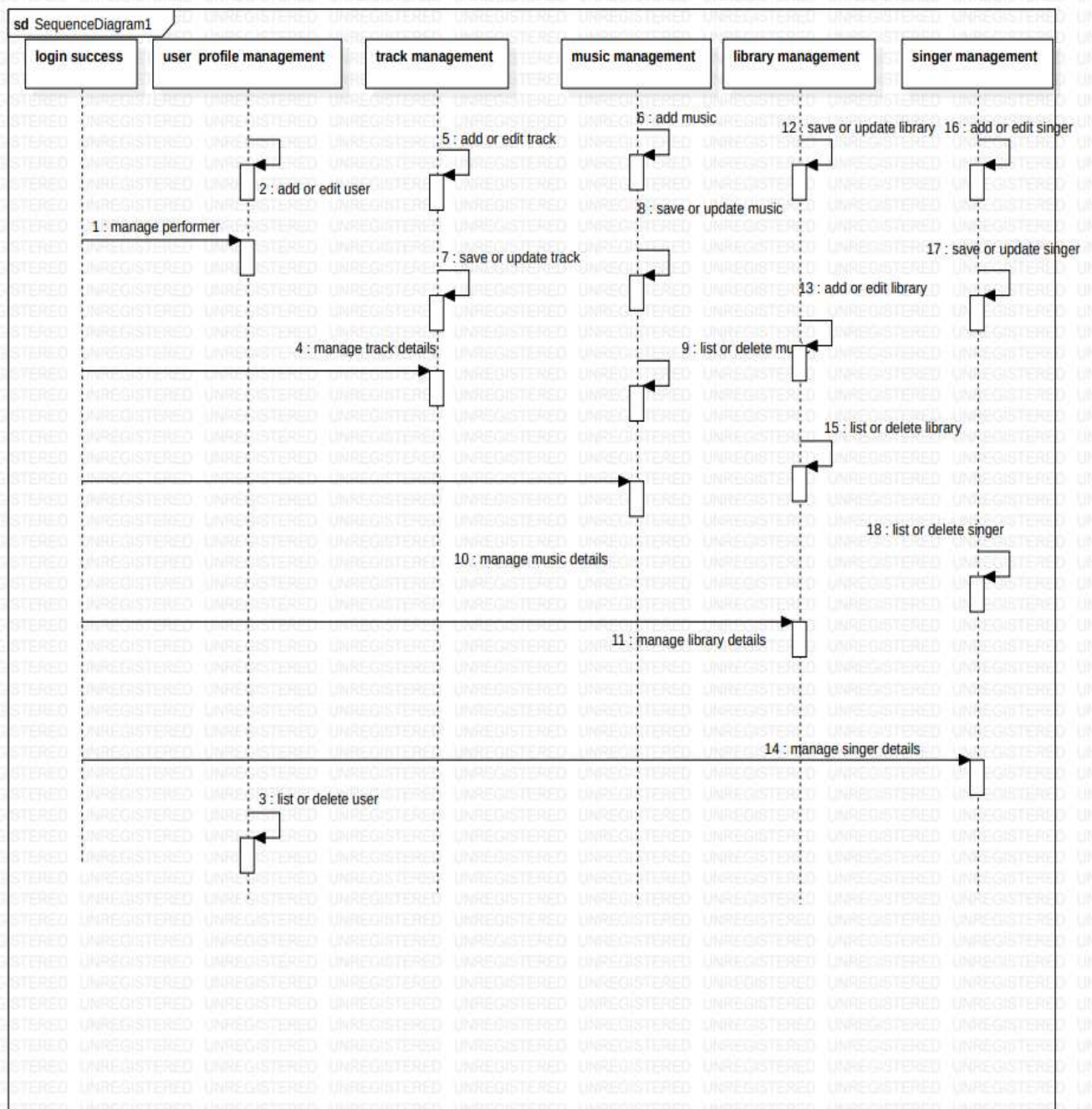
Data flow diagrams are used to graphically represent the flow of data in a business information system. DFD describes the processes that are involved in a system to transfer data from the input to the file storage and reports generation.



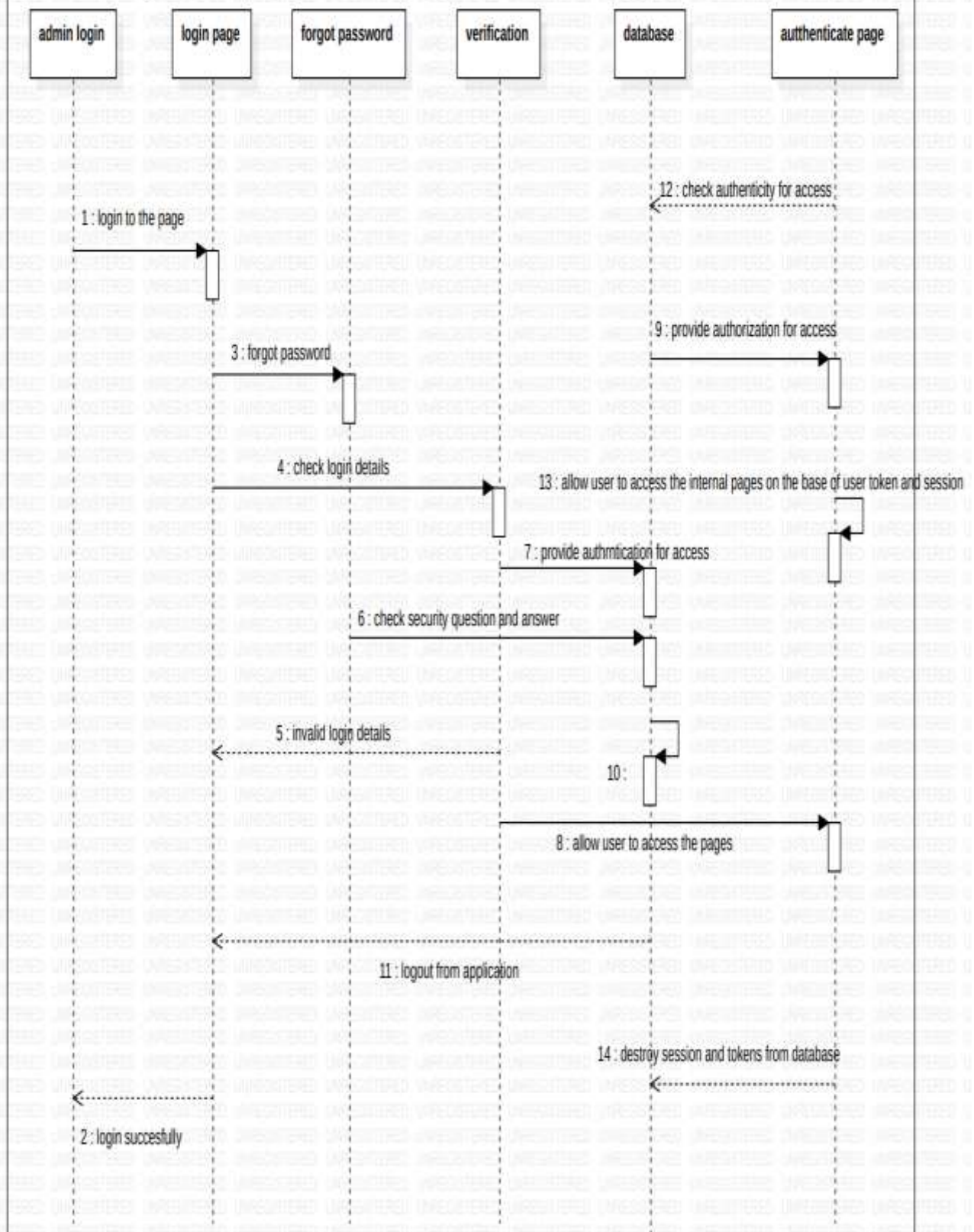


# SEQUENCE DIAGRAM

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. Sequence diagrams describe how and in what order the objects in a system function.

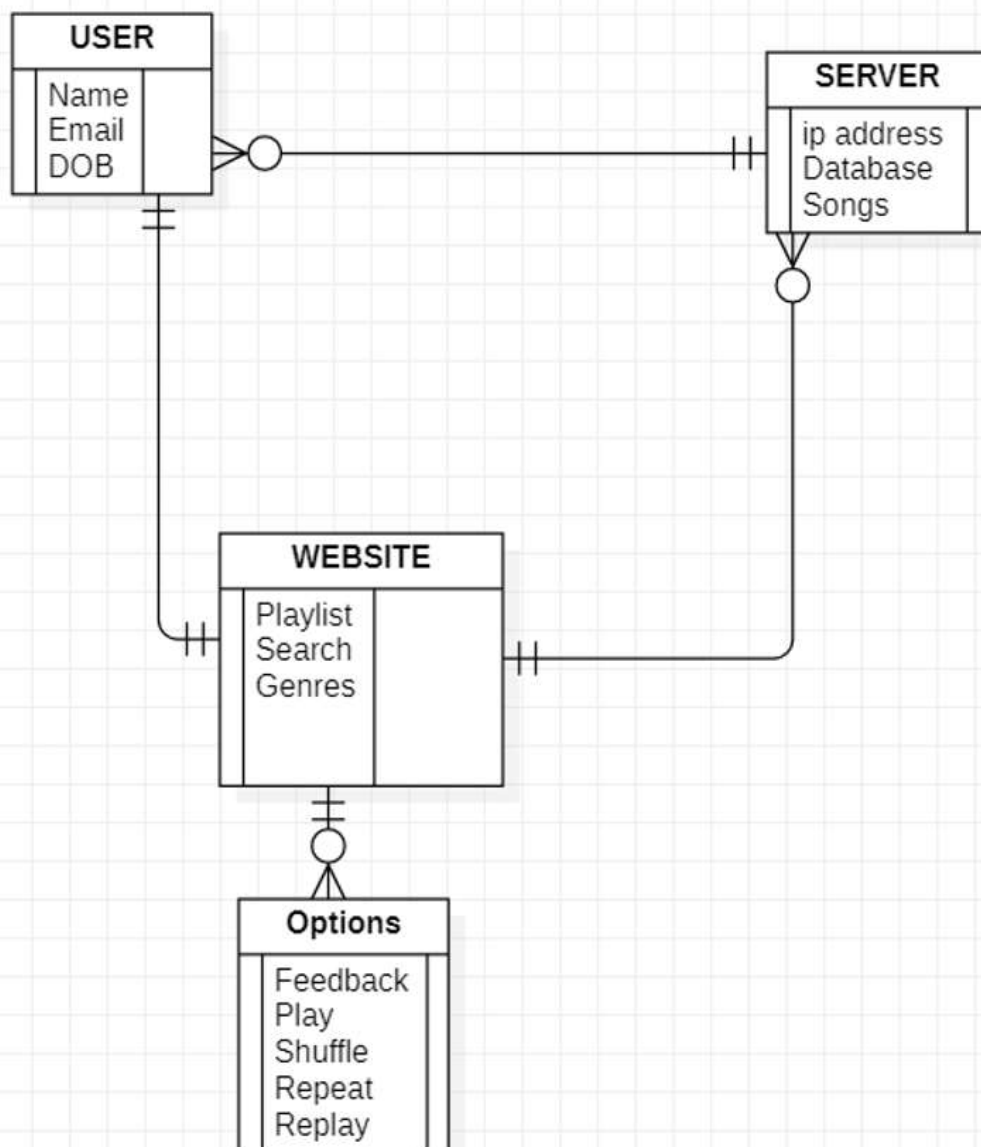


sd SequenceDiagram1



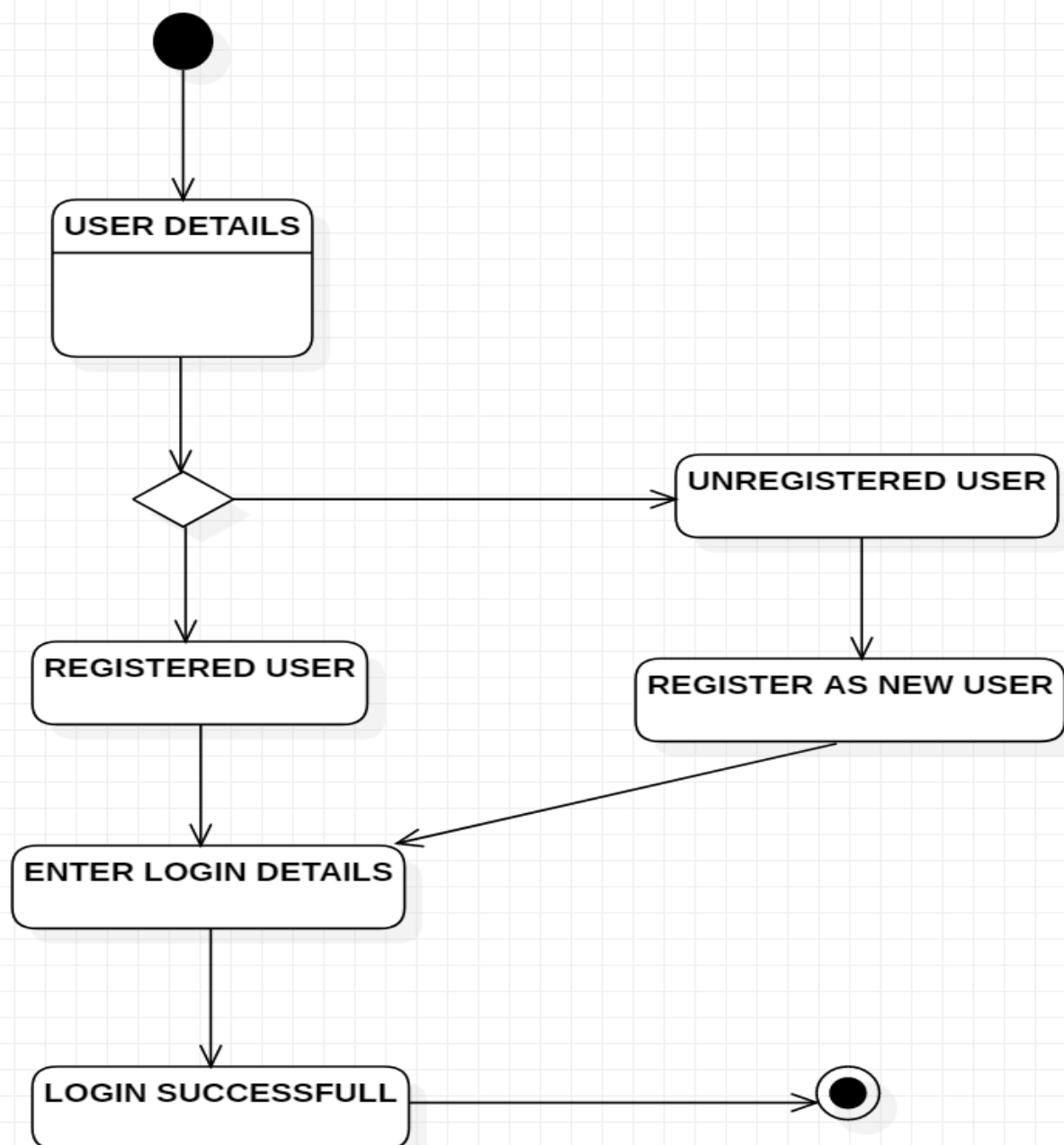
# ER DIAGRAM

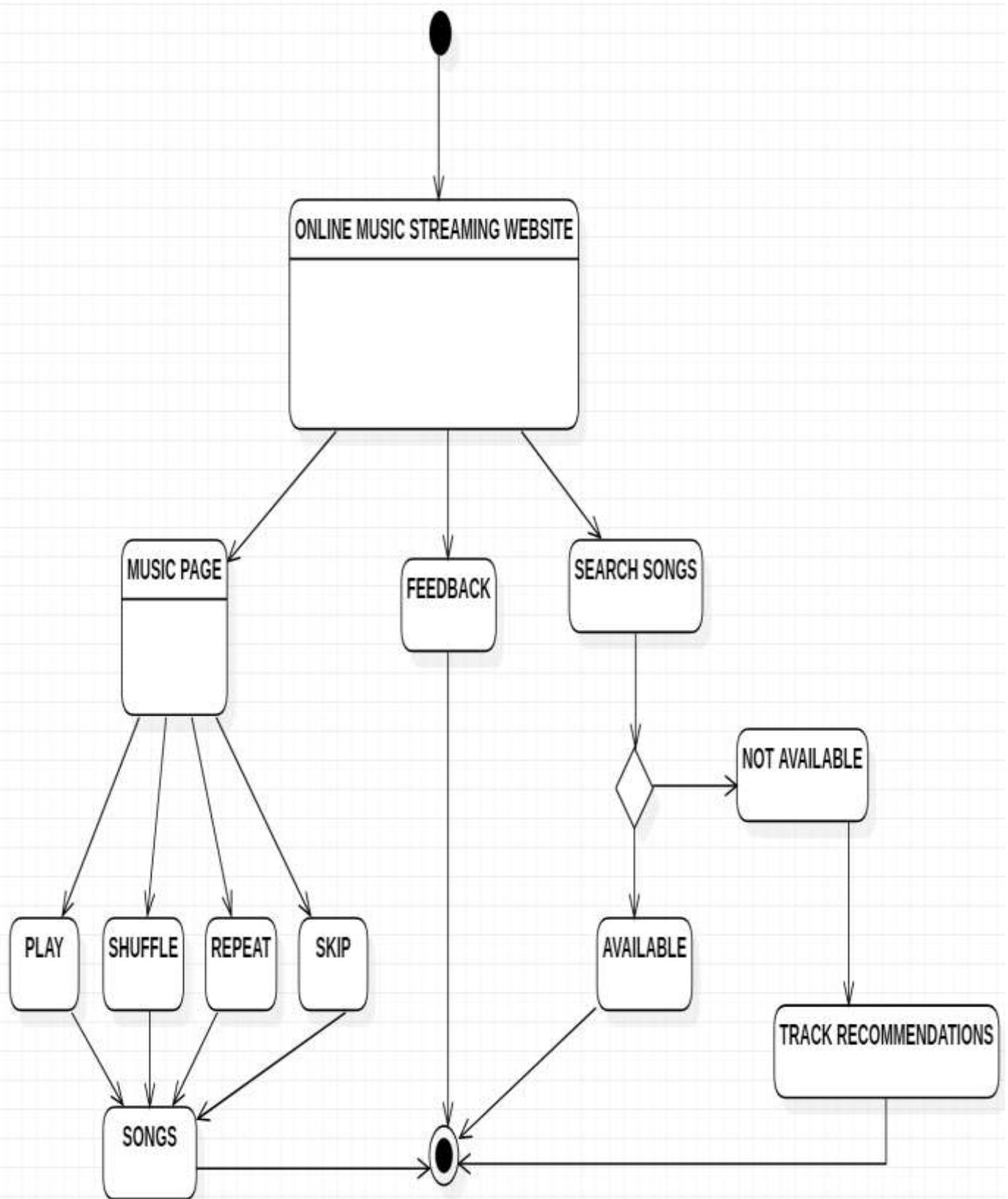
An Entity Relationship (ER) Diagram is a type of flowchart that illustrates how “entities” such as people, objects or concepts relate to each other within a system. They mirror grammatical structure, with entities as nouns and relationships as verbs.



# STATE CHART DIAGRAM

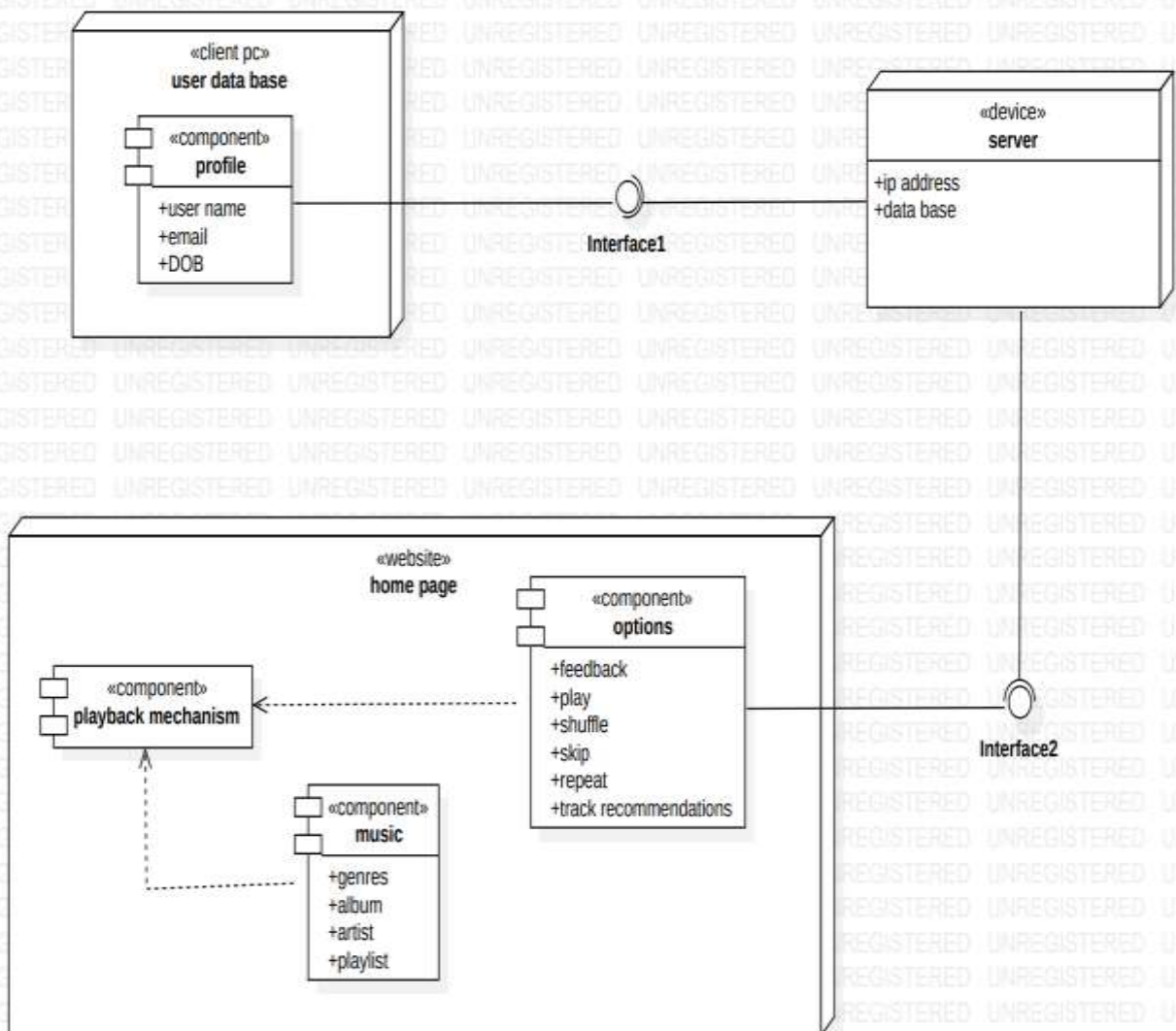
State chart diagram is one of the five UML diagrams used to model the dynamic nature of a system. They define different states of an object during its lifetime and these states are changed by events. State chart diagrams are useful to model the reactive systems.





# DEPLOYMENT DIAGRAM

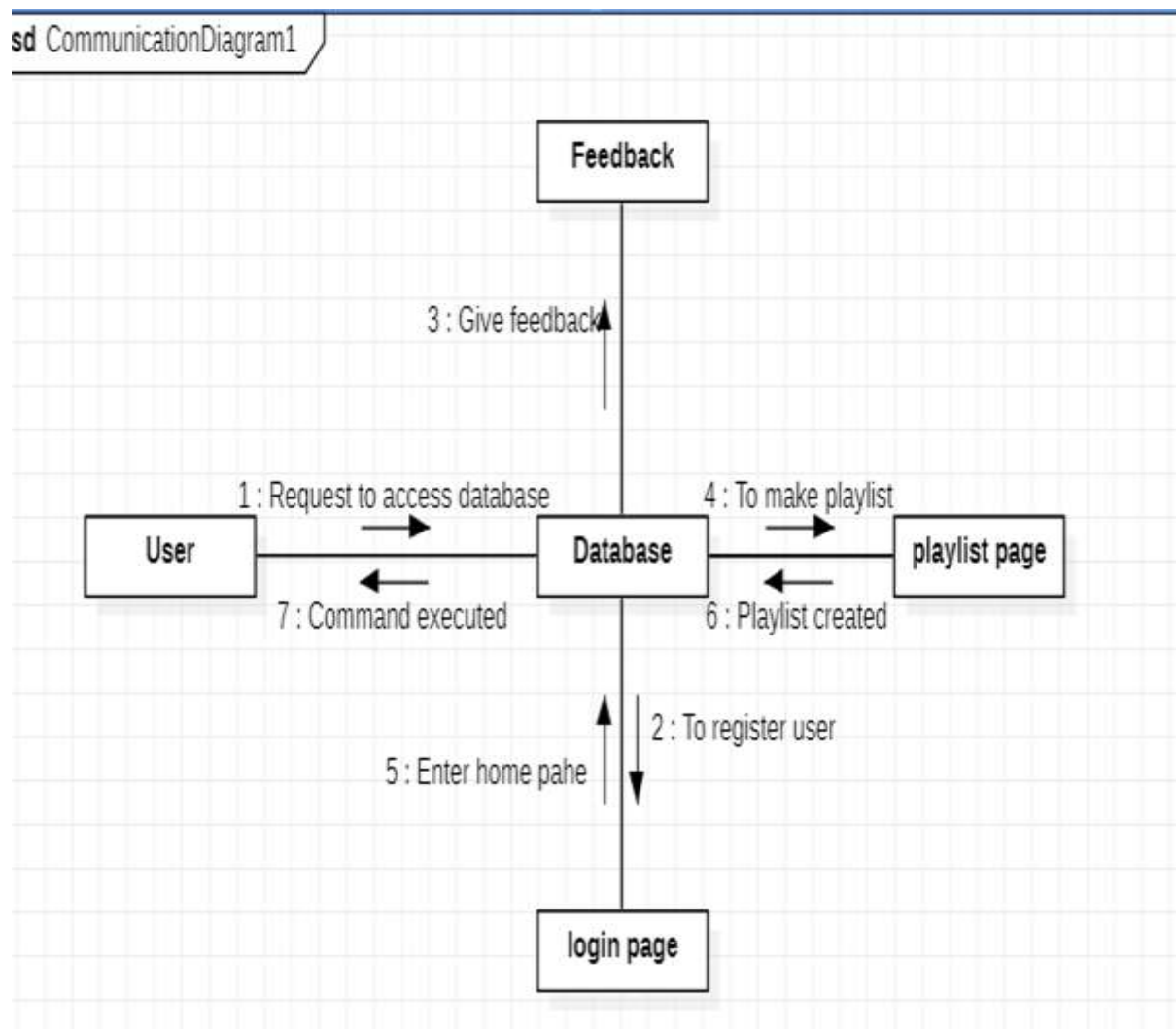
A UML deployment diagram is a diagram that shows the configuration of run time processing nodes and the components that live on them. Deployment diagrams is a kind of structure diagram used in modelling the physical aspects of an object-oriented system.





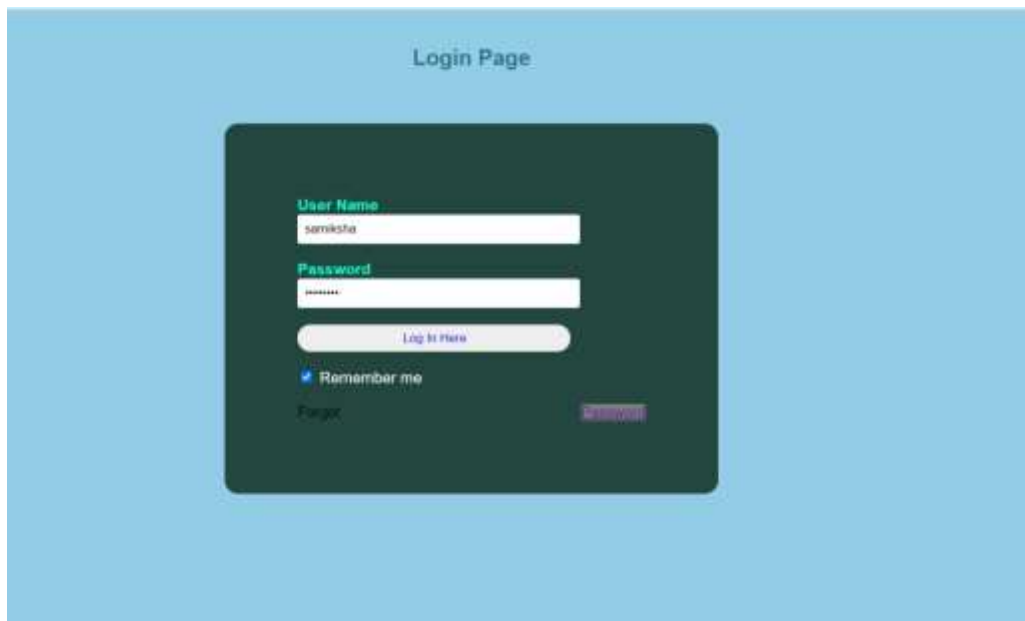
# COLLABORATION DIAGRAM

A collaboration diagram, also known as a communication diagram, is an illustration of the relationships and interactions among software objects in the Unified Modelling Language (UML). These diagrams can be used to portray the dynamic behaviour of a particular use case and define the role of each object.



# IMPLEMENTATION

## MODULE 1:



A screenshot of a web application's login page. The page has a light blue background. At the top center, the text "Login Page" is displayed in a dark blue font. Below this, there is a dark green rectangular box containing the login form. Inside the box, the text "User Name" is in green, followed by a white input field containing the text "sanksh". Below that, the text "Password" is in green, followed by a white input field with masked characters. A "Log In Here" button is positioned below the password field. At the bottom left of the box, there is a checked checkbox labeled "Remember me" and a "Forgot" link. At the bottom right of the box, there is a "Sign Up" link.

## MODULE 2:





# Sangeet

Discover a song

## New Releases



CALL IT WHAT YOU WANT  
Iggy Azalea - 2017



LOVERS ROCK  
Jorja Smith - 2018



FLEA  
FLEA - 2018



THE MUGRA  
Tessa Violet - 2018



INNOCENT  
Speak Now - 2018



FEARLESS  
Taylor Swift - 2018



RED  
Taylor Swift - 2012



BLANK SPACE  
Taylor Swift - 2019 - 2018



INNOCENT  
Speak Now - 2018



FEARLESS  
Taylor Swift - 2018



RED  
Taylor Swift - 2012



BLANK SPACE  
Taylor Swift - 2019 - 2018

## coming soon



MEMORIES



LHATA



ELECTRIC LOVE



LIFE



JAY-Z EMERALD POOLS



ONE DANCE

# **TESTING**

## **1. Executive Summary**

This project is to create a materialized, responsive and secure music player that goes all the way to do almost anything you would want from an interactive music player. This website is a collection of songs from different languages in one place at free of cost only to provide a user-friendly interface for streaming music. It is an interactive, intuitive and dynamic online music player, when user logs in to the music portal he/she can listen to the song, search for the song and create their own playlist, add favourites and so on.

## **2. Test Plan**

### **2.1. Scope of Testing**

#### **Functional testing:**

Modules like login page, welcome page, songs home page also the module options like play, replay, shuffle, volume button have been tested

#### **Non-functional testing:**

NFR(non-functional requirements)covered are load test, network test, operating system test, operating system changes, UI/UX fluctuations

### **2.2. Types of Testing , Methodology , Tools**

Category	Methodology	Tools Required
Functional Requirements	Manual	Word Template

### 3. Test Case

#### 3.1. Functional Test Cases

Test ID	Test Scenario	Test data	Execution Steps	Expected Outcome	Actual Outcome	Status	Remarks
1	Test if user is able to login successful	Correct username, Correct password	1.User clicks on sign up with email and enters valid email and clicks login	User must login to the web page	Login successful	PASS	Success
2	Test iff the welcome page is displayed	Welcome message	User need to login to view the welcome page	Display welcome message after login	Successful display	PASS	Success
3	Test if the song page displays songs	Display	User need to login to view song page	Name of song and singer	Successful display	PASS	Success
4	Test if songs are playing while clicking on the icon	Song name, song icon	User need to click the play button	Song plays	Song plays	PASS	Success
5	Check if songs play on clicking icon	Click on song icon	User just need to click on the play icon to check if it works	Song plays when clicked on	Song Plays	PASS	Success
6	Test if song replay button works	Click Replay	User just need to click on the replay button to check if it works	Song Replays	Successful replay	PASS	Success
7	Test if shuffle button works	Click Shuffle	User just need to click on the shuffle button to check if it works	Songs in list shuffle	Successful Shuffle	PASS	Success
8	Check if volume button works	Adjust volume	User just need to click on the volume button to check if it works	Volume bar displays to change	Successful change of volume	PASS	Success
9	Test if the loop option works	Click Loop	User need to click on loop option to check if it works	Song plays in loop	Successful loop mode	PASS	Success

### 3.2 Non-Functional Test Cases

Test ID	Test Scenario	Test Case	Execution Steps	Expected Outcome	Actual Outcome	Status	Remarks
1	Load Test	Server overloads with user	Innumerable users join the application and crash server	Server should upgrade on its own and run seamlessly	Dynamic update on the fire base server	PASS	Success
2	Network Test	Bad network causes application to run slow	User has bad network and tries to use the application	The website will run slowly & performance will decrease	Slow response from the application	PASS	Success
3	Operating system changes	Bad performance due to changes in operating system such as android and IOS	Different users have different operating system	The website should run seamlessly regardless of the operating system	The website worked seamlessly regardless of operating system	PASS	Success
4	UI/UX fluctuations	Front end glitches	Users mobile malfunctions and front end glitches	The front end should not glitch	The front end does not glitch	PASS	Success

## 4. Defect Log

Requirement	Defect ID	Description	Assignee	Status
M1R1	0	Nil	-	-

## 5. Test Report

Category	Progress Against Plan	Status
Functional Testing	Green	In-Progress
Non-Functional Testing	Green	Completed

Functional	Test Case Coverage (%)	Status
Module	70%	In-Progress

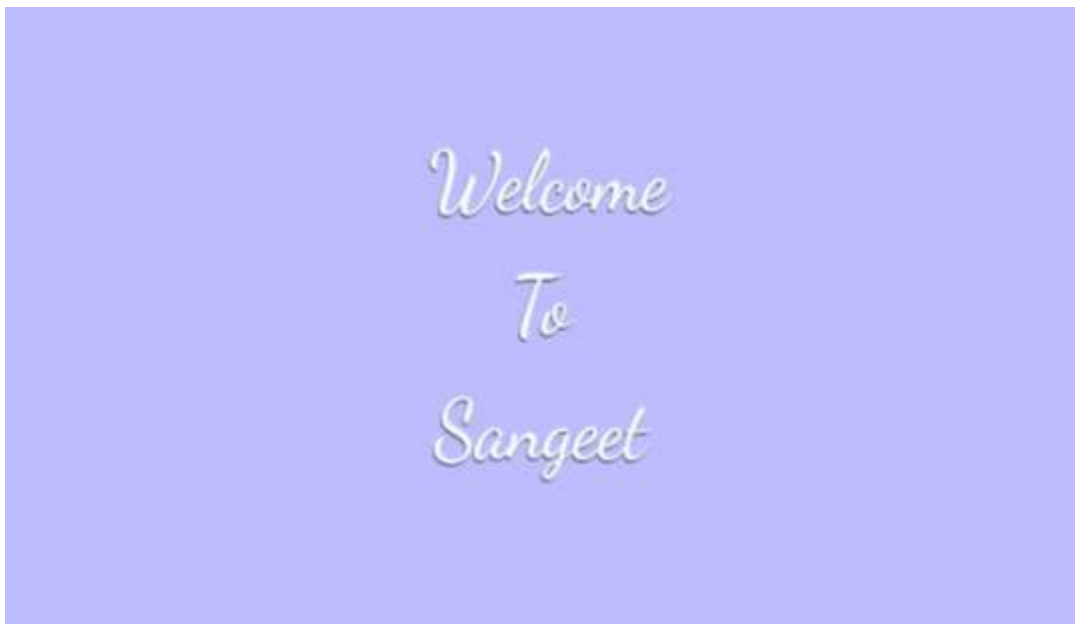
# MANUAL TESTING

1)TEST IF THE USER IS ABLE TO LOGIN SUCCESSFULLY

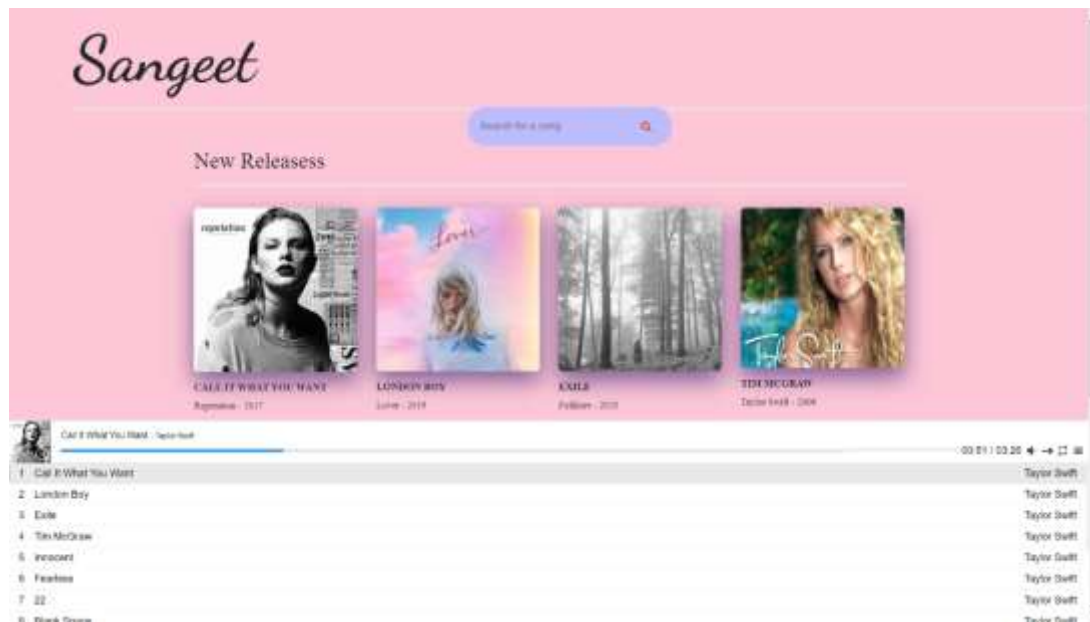


A screenshot of a 'User Login' form. The form is centered on a light pink background. It has a title 'User Login' at the top. Below the title are two input fields: 'Email or Phone' and 'Password'. At the bottom of the form is a dark blue button labeled 'Login'.

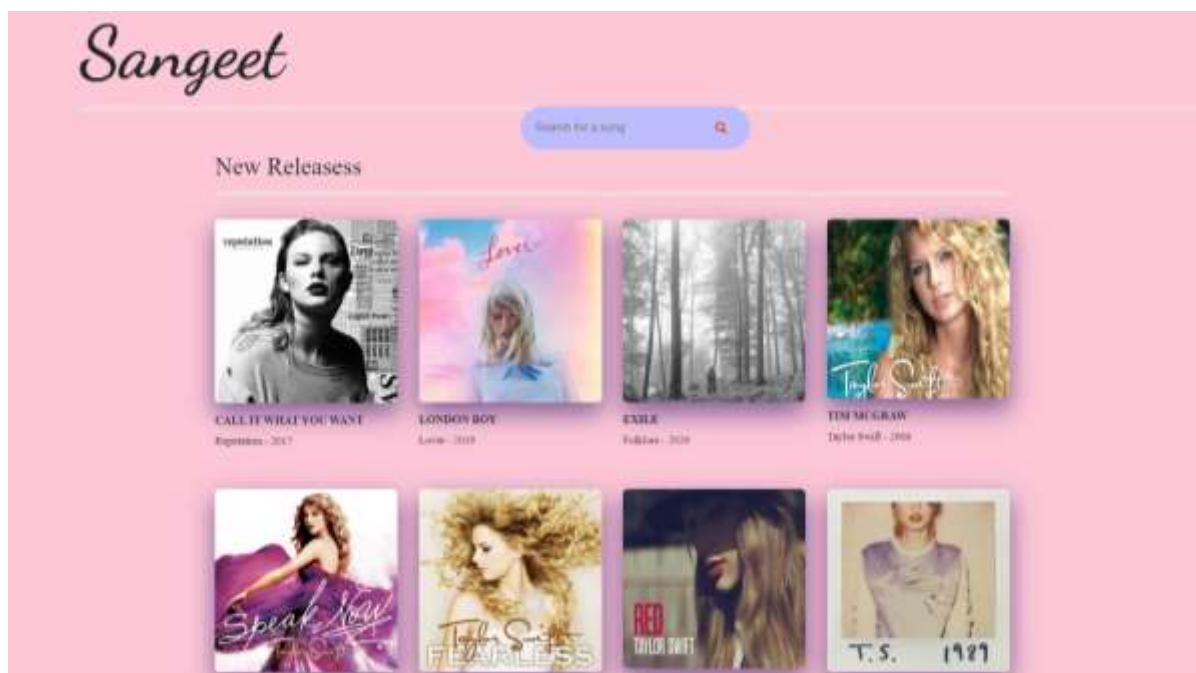
2)TEST IF THE WELCOME PAGE IS DISPLAYED



### 3)TEST IF THE SONG PAGE DISPLAYS SONGS



### 4)TEST IF THE SONGS PLAYS ON CLICKING THE ICON



## 5)TEST IF THE PAUSE/PLAY OPTION IS WORKING



Call It What You Want - Taylor Swift

1 Call It What You Want

2 London Boy

3 Exile

4 Tim McGraw

5 Innocent

6 Fearless

7 22

8 Blank Space



Call It What You Want - Taylor Swift

1 Call It What You Want

2 London Boy

3 Exile

4 Tim McGraw

5 Innocent

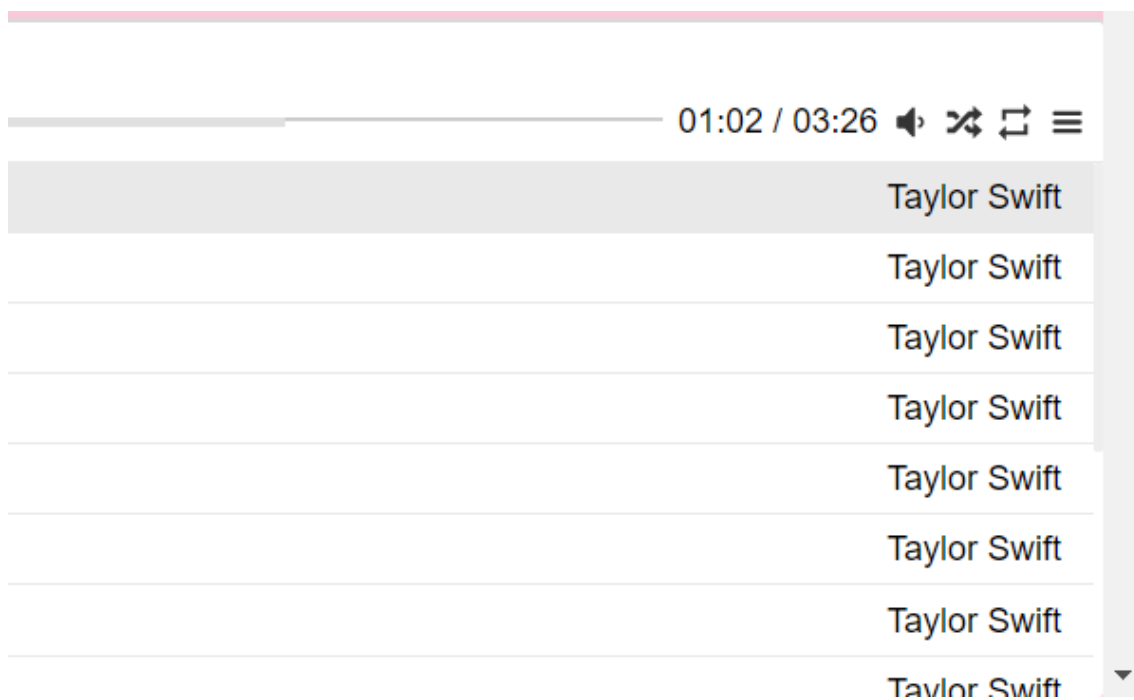
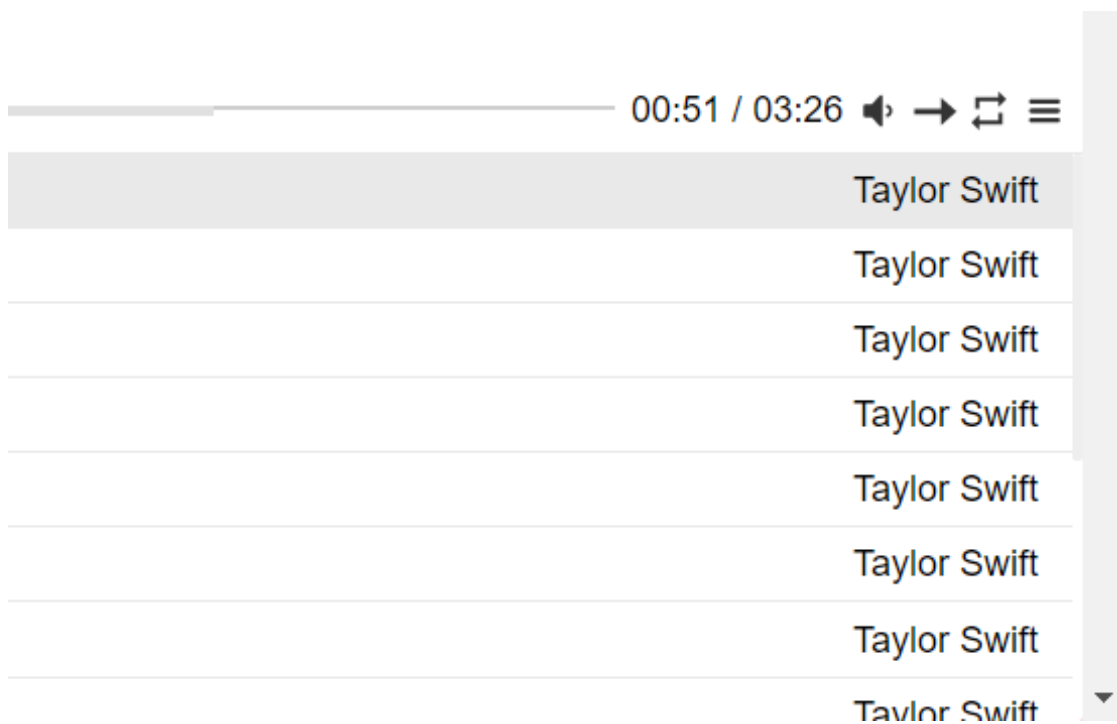
6 Fearless

7 22

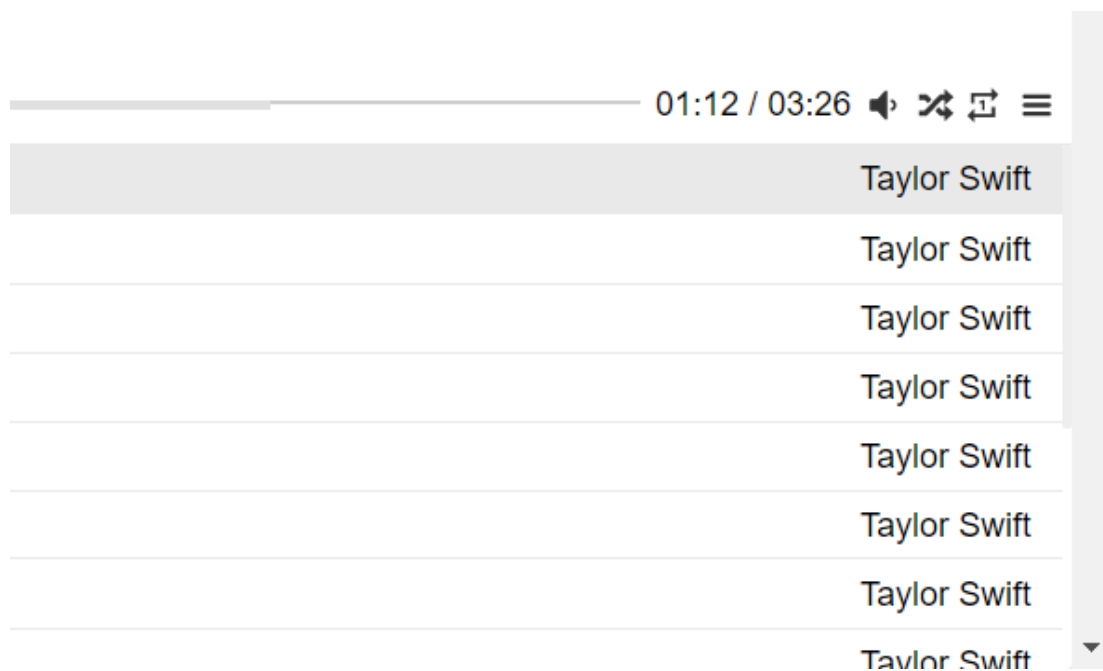
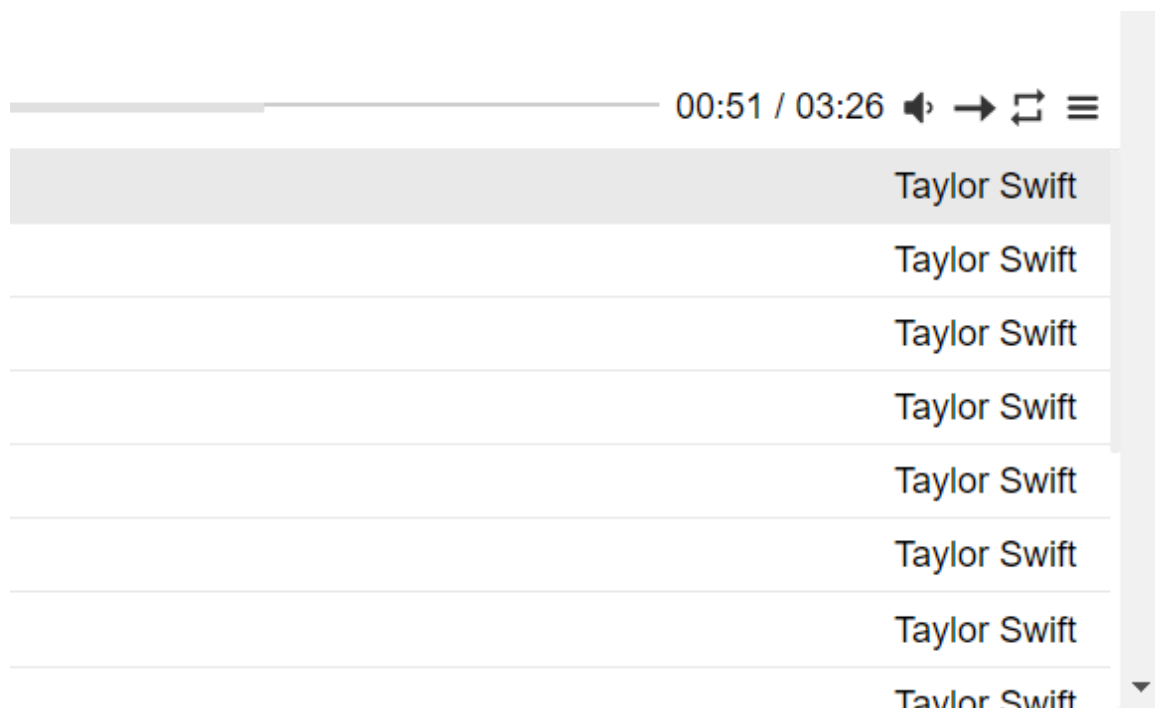
8 Blank Space



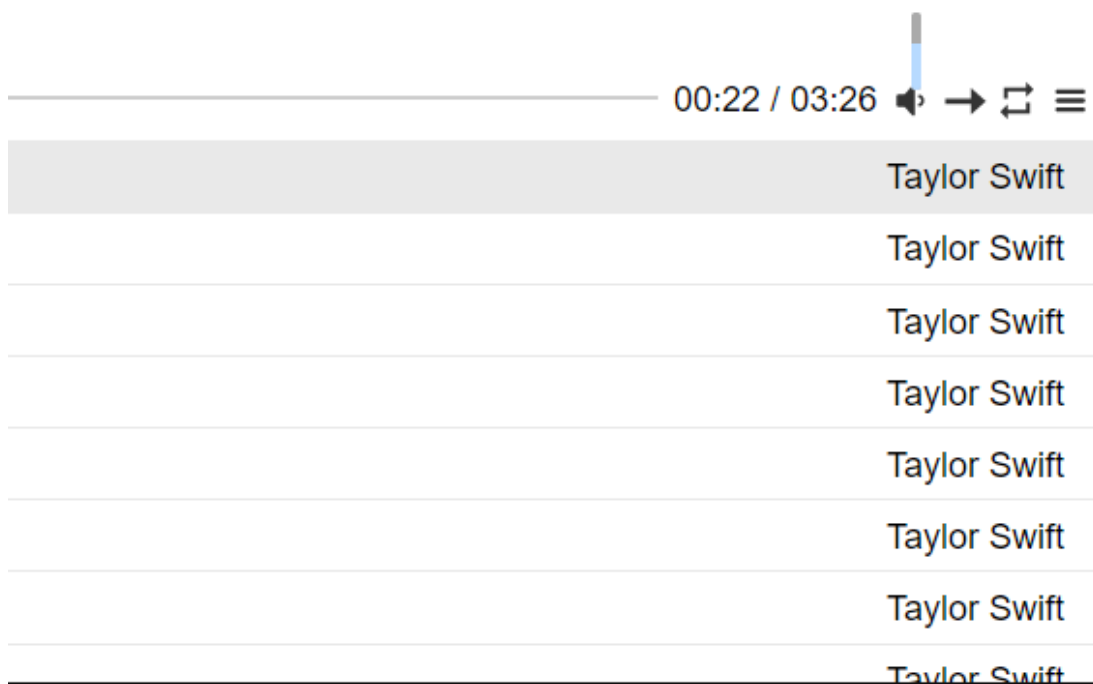
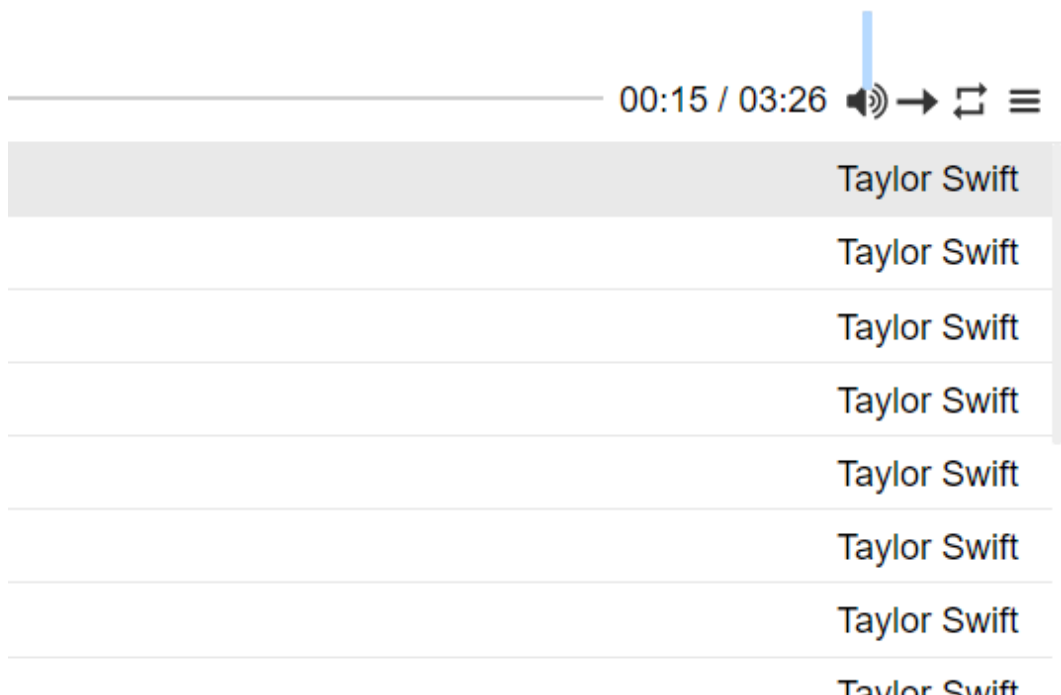
## 6)TEST IF THE SHUFFLE OPTION IS WORKING



## 7)TEST IF THE LOOP OPTION IS WORKING



## 8)TEST IF THE VOLUME BUTTON IS WORKING



# REPORT

- ✓ The objective of “**ONLINE MUSIC STREAMING WEBSITE**” is to create a materialized, responsive and secure music player that goes all the way to do almost anything you would want from an interactive music player.
- ✓ This website is a collection of songs from different languages in one place at free of cost only to provide a user-friendly interface for streaming music. It is an interactive, intuitive and dynamic online music player.
- ✓ There are seamless UI transitions which make the whole user experience very user friendly and easy to use. Also various animations and partial effects are used throughout the website to make it look delightful.
- ✓ The whole website is responsive as well, meaning it would look good and run fine on devices of all screen sizes ranging from mobiles to laptops.
- ✓ The website have the features such as play, shuffle, repeat, loop and skip songs. It also have a volume adjustment option.
- ✓ Several approaches have been made to enhance the users listening experience, while most of them rely on the music content provided by the user, this project presents an online application that sources the audio content from publicly available resources.
- ✓ With the increasing playlist and song selection, a good music player that can play songs online is a must. Nothing is better than that for an audiophile.

## **CONCLUSION**

- ✓ The “**ONLINE MUSIC STREAMING WEBSITE**” was successfully built and deployed. It enabled customers to stream songs online completely free of cost.
- ✓ The consumer benefited in numerous ways because there are no pop ads and users can stream songs for free of cost in this website unlike other music streaming websites.
- ✓ The development process for this website is characterized by the efforts made by whole team and It also requires lots hardware and software infrastructures.
- ✓ The hardware may include PC with Pentium 3-630 MHZ processor, 128 MB RAM,20 GB Hard disk and software's like HTML,CSS JavaScript, Node js etc
- ✓ We assured the best quality and seamless music streaming for our users. Our app continues to strive for higher levels of users trust and confidence, by taking feedback and giving our users what they want.
- ✓ The convenience of streaming songs online free of cost, while not compromising on quality and time, has made our online music streaming website of choice for thousands of happy users across India.
- ✓ We have tried to solve as many issues as we could in this software.