IMPLEMENTATION

1. Write the HTML for Structure

The HTML file serves as the foundation of the Music Player web app. It defines the layout and includes:

- A container for albu
- m artwork, track title, and artist name.
- Audio controls such as play, pause, next, previous, and volume.
- A progress bar and timer to show current playback position.
- Optional playlist section with clickable song list.

2. Use CSS for Styling

CSS enhances the visual appeal of the Music Player. Key styling components include:

- Custom themes and gradient backgrounds for a modern UI.
- Flexbox or Grid layout for responsive design on all screen sizes.
- Animated buttons and hover effects for interactive controls.
- Media queries to ensure mobile compatibility.

3. Add Interactivity Using JavaScript

JavaScript brings the music player to life by enabling core functionality, including:

- Handling play, pause, next, and previous actions.
- Dynamically loading track metadata (title, artist, duration).
- Updating the progress bar and playback time in real-time.
- Enabling volume control, seek functionality, and optional shuffle/repeat features.

4. Commit and Push Changes to GitHub After Each Step

Version control is handled via Git and GitHub. Best practices include:

- Committing code after implementing each new feature.
- Writing descriptive commit messages (e.g., "Add play/pause toggle").
- Using GitHub Issues or Projects to manage tasks and milestones.