Prerequisite

Problem Statement:
The goal is to create a user-friendly and feature-rich music streaming app using the Flutter framework. The app should provide a seamless experience for users to discover, listen to, and manage their favorite music.

Software Requirements:

- Flutter SDK
- Dart Programming Language
- Integrated Development Environment (IDE)
- Version Control System
- Flutter Packages [provider, dio, audioplayers]
- Firebase Account
- APIs for Music Data
- Database

Hardware Requirements:

- Computer:
  - Processor: Intel i5/i7/i9 or equivalent AMD Processor.
  - Memory: 8 GB RAM minimum, 16 GB or more recommended.
  - Disk Space: Minimum of 10 GB free disk space, SSD preferred for faster performance.
  - Operating System: Windows (7 SP1 or later), macOS (latest version recommended), or Linux.
- Mobile Devices:
  - For testing purposes, access to physical iOS and Android devices is ideal. This ensures that the app performs well in real-world conditions.
  - iOS: iPhone or iPad running the latest iOS version.
  - Android: Android phone or tablet with recent Android version.
- Network Connection:
  - A stable internet connection is essential for downloading dependencies, accessing APIs, and testing network-related functionalities