



MUSIC PLAYER



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INTRODUCTION

In today's digital age, music is an integral part of everyday life, providing entertainment, relaxation, and inspiration. The project aims is to design and develop a feature-rich, user-friendly application that allows users to play music online, organize, and manage their music collections seamlessly.



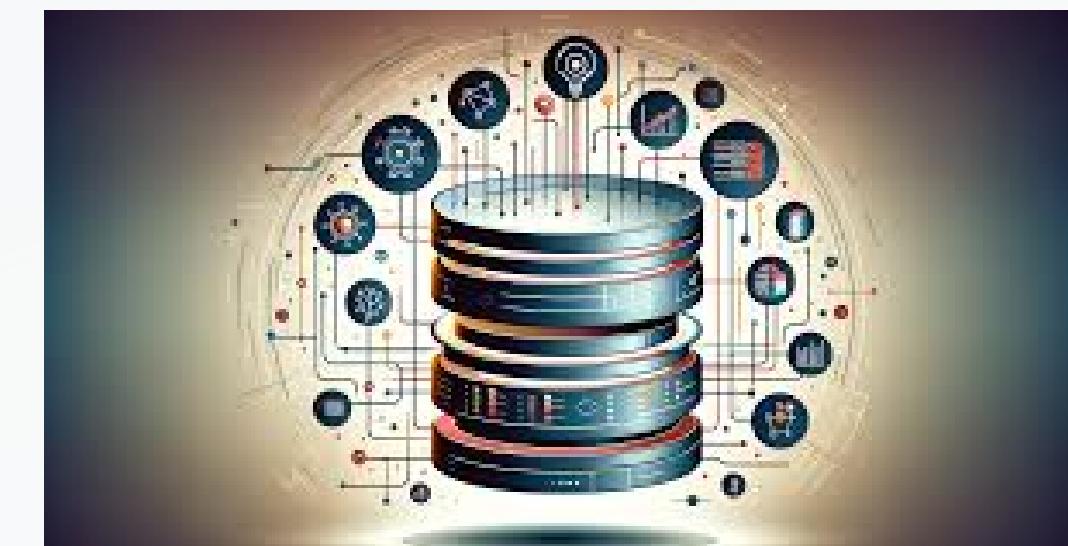
SYSTEM OVERVIEW

- **User Authentication:-** Users can log in or sign up. On successful login, the user is greeted and given options to interact with the music player.



- **Song Playback:-** Users can either play songs online or create and play their own playlists. The playback functionality includes playing the next or previous song, shuffle the song as well as display the song details.

- **Playlist Management:-** The playlist is stored in the database, so users can update and manage it across sessions and it won't harm the user's experience.



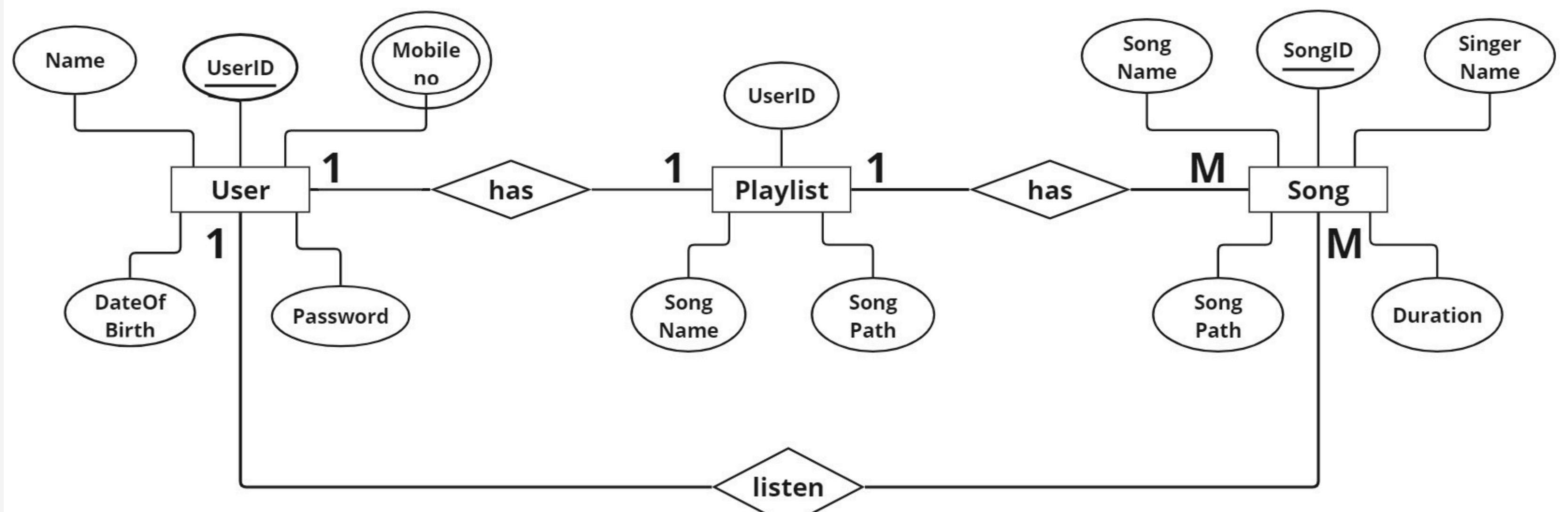


CLASSES AND METHOD

- **Main1.java**
Method: Database, Homepage, FillOnlineSong, FillUserPlaylistSong .
- **User.java**
Method: CheckUser , SignUp.
- **Colour.java**
Method: ChangeColour
- **Verify.java**
Method: name, MobileNo, DateOfBirth, Password.
- **PlaylistManager.java**
Method: addSong1, OnlineSong , MakeYourOwnPlaylist ,
SearchSong, deleteSong, deleteFullPlaylist , UpadatePlaylist ,
PlayYouOwnPlaylist,addUserPlaylistSong, PlayNextSong,
PlayPrevSong,ShuffleSong,DisplayPlaylist, PlaySong.

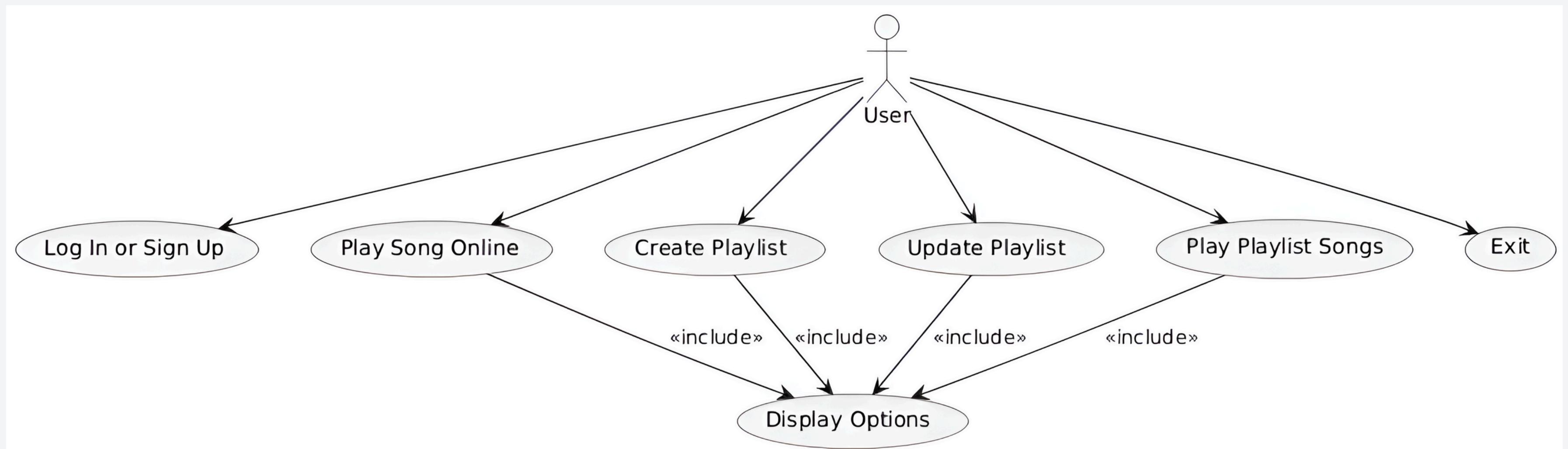


ER DIAGRAM





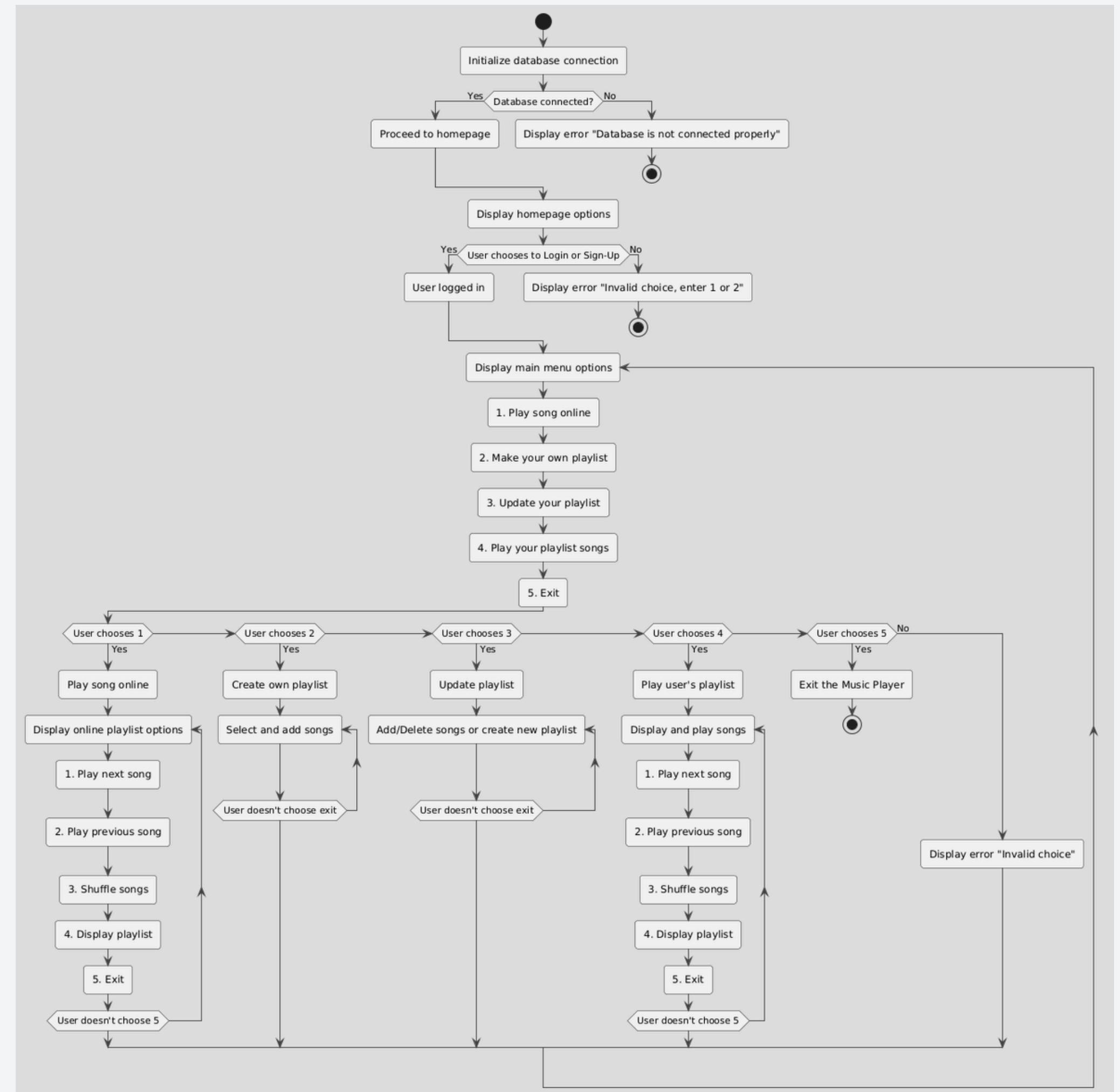
USE CASE DIAGRAM





ACTIVITY

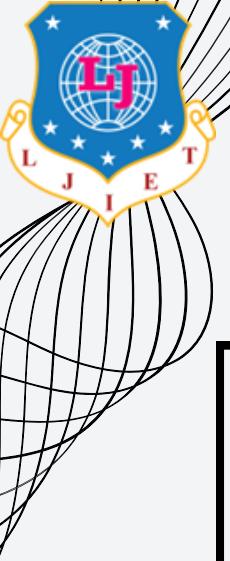
CHART





FUNCTIONALITIES OF PROJECT RELATED WITH PARTICULAR SUBJECT

Data Structure Using JAVA	JAVA - II	Database Management
Double - Ended Queue	Exception Handling	CRUD Operation
-----	Collection.io And File.io	Procedure
-----	JDBC And Packages	-----



MERITS

- DYNAMIC PLAYLIST MANAGEMENT
- EFFICIENT DATA HANDLING
- PERSISTENT DATA STORAGE

DEMERITS

- HIGH MEMORY USAGE
- LIMITED SCALABILITY
- HARD TO MAINTAIN



FUTURE SCOPE



The future scope includes several enhancements to improve its functionality and user experience.

- Firstly, integrating a Graphical User Interface (GUI) using JavaFX or Swing could make the application more user-friendly and visually appealing.
- Secondly Developing mobile applications for platforms like Android would expand the music player's accessibility and reach, allowing users to enjoy their music on the go.

