

DMBS Project – Music Library System

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1. INTRODUCTION

Our project aims to help users organize their music library. This is done by implementing playlists, which are collections of songs that users create themselves. For those who listen to a lot of music, the number of songs will increase rapidly. Playlist management will allow users to organize their music into groups with similar characteristics. Furthermore, users can only manipulate their own playlists and not others, ensuring playlist protection.

Our system has three main components. First, the user can add/remove songs into the database. Secondly, the user can create playlists out of the available songs in the database. Finally, users can further manipulate their playlists by updating or deleting them.

2. SYSTEM STUDY

2.1 Proposed System

The system we've created is fairly simple, easy to use, and not resource intensive. The GUI is basic but straightforward, and the program should be able to run on most systems/configurations.

The music library system has the following features:

- Login – To verify the user account and to ensure users can't access other user's playlists
- Add/Insert Songs or Playlists
- Remove/Delete Songs or Playlists
- Search Songs
- Update Songs or Playlists

This allows users to quickly and easily create playlists for personal use. The basic functions required to manipulate playlists are present. However, the system does not have web-integration.

2.2 Introduction to the Front End

The music library system does not have web-integration. However, a basic graphical user interface (GUI) was created to help users navigate and use the system. The GUI was created using Java tools

- Window Builder, and Java AWT Swing to create the GUI itself. These tools allowed us to easily and efficiently create GUI elements (such as windows, buttons, lists, tables, and more) without having to build it from scratch.
- Eclipse IDE – Much of the coding was done in the Eclipse Neon.2 IDE. Eclipse allowed us to keep the source files organized. Eclipse was also helpful in writing the code since the IDE highlights syntax and lexical errors.

2.3 Introduction to the Back End

The DBMS resource used in the system was SQLite. SQLite was used because it is self-contained, easy to use, public-domain (i.e. free to use), and reliable. Furthermore, SQLite is one of the most common DBMS systems currently in use. For interacting with the database, we used SQLite Studio

- SQLite is a good choice for our system, and has enough features for our functions. Since our system is mainly built for personal use and not for business, we wanted something small, simple, fast, and reliable.
- SQLite Studio provides an easy-to-use and easy-to-navigate GUI to view, access, and manipulate our database. This was how we created the initial tables, relations, schema, etc.

3. SYSTEM SPECIFICATION

3.1 Hardware Requirements

- PC with intel core processor or above (e.g. Dual-core processors, etc)
- 1 GB RAM or above
- 100 GB Hard Disk or above

3.2 Software Requirements

- OS: Windows 7 or better
- Front End: Java
- IDE: Eclipse Neon.2
- Back End : SQLite (SQLite Studio)

4. DATABASE DESIGN

4.1 Conceptual Design

A) Requirement Analysis:

What data is needed?

List of Entities:

- Users
- Profiles
- Playlists
- Songs

List of Attributes:

Users:

- uID
- uname
- pass

Profiles:

- prID
- uID
- favorites

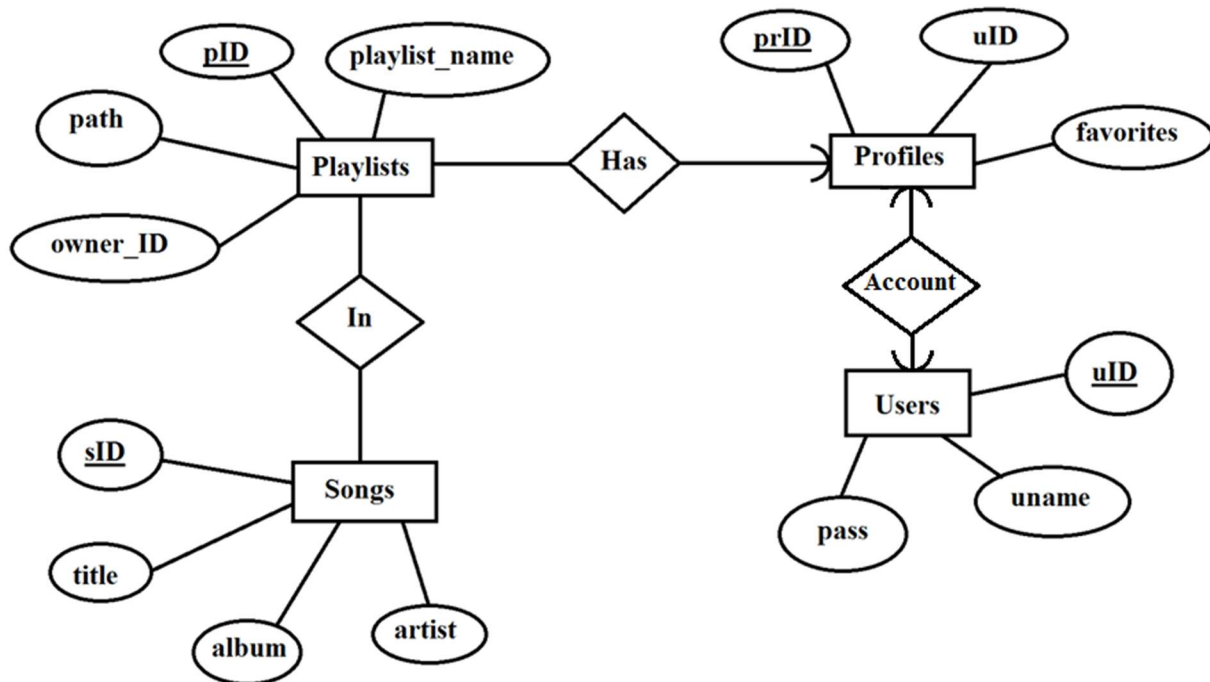
Songs:

- sID
- title
- artist
- album

Playlists:

- pID
- owner_ID
- playlist_name
- path

B) ER Diagram:



4.2 Logical Design

1. Users: Keeps record of people that are using the database system

	Field Name	Data Type	Description	Constraints
1	uID	Integer	User Identification Number	Primary Key
2	uname	String	Name of the User	
3	pass	String	User's Password	

Schema Definition:

```
CREATE TABLE Users(uID integer primary key, uname String, pass String);
```

2. Profiles: Each profile is associated with a certain user; keeps records of users' profiles and favorite playlists.

	Field Name	Data Type	Description	Constraints
1	prID	Integer	Profile Identification Number	Primary Key
2	uID	Integer	User Identification Number	Foreign Key
3	favorites	String	Favorite Playlists	Foreign Key

Schema Definition:

```
CREATE TABLE Profiles(prID Integer Primary Key, uID Integer, favorites String, foreign key (uID) references USERS(uID), foreign key (favorites) references PLAYLISTS(pID));
```

3. Songs: Keeps record of songs, including meta-data for songs such as song title, artist, and album.

	Field Name	Data Type	Description	Constraints
1	sID	Integer	Song Identification Number	Primary Key
2	title	String	Song Title	
3	artist	String	Artist/Group Name	
4	album	String	Album Name (if applicable)	

Schema Definition:

```
CREATE TABLE songs(sID integer primary Key, title String, artist String, album String);
```

4. Playlists: Keeps records of playlists, including what songs are in the playlists and who the playlist belongs to.

	Field Name	Data Type	Description	Constraints
1	pID	Integer	Playlist	Primary Key
2	Playlist_name	String	Name of the Playlist	
3	Path	String	Filepath to the .pl file	
4	Owner_ID	Int	ID number of playlist's owner	Foreign Key

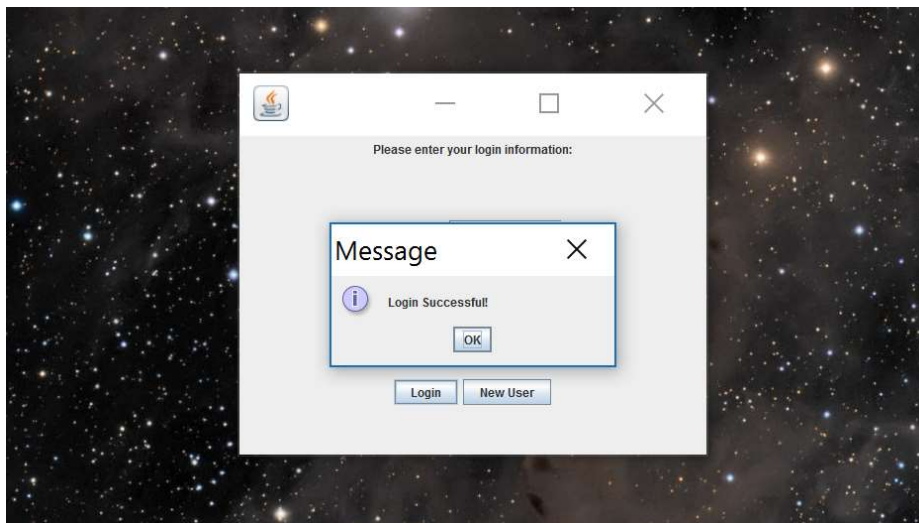
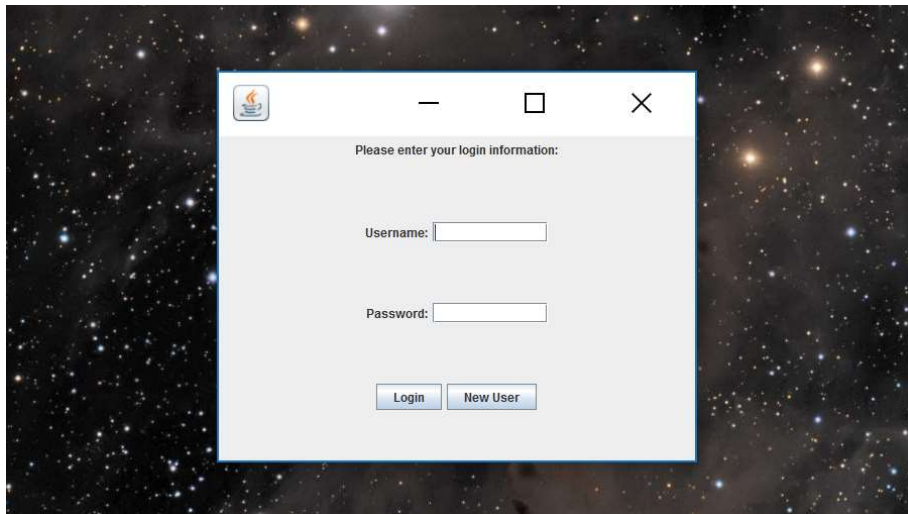
Schema Definition:

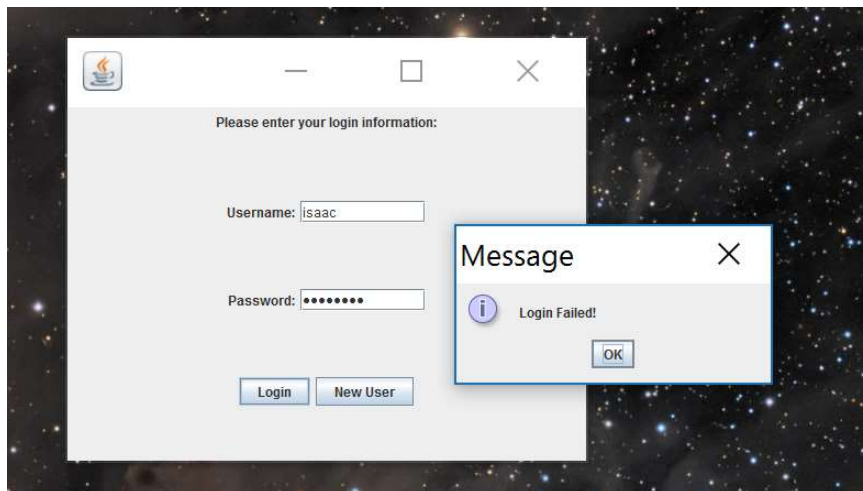
```
CREATE TABLE playlists(pID integer primary key, playlist_name String, path String, Owner_ID Int, foreign key (Owner_ID) references PROFILES(prID));
```

5. IMPLEMENTATION

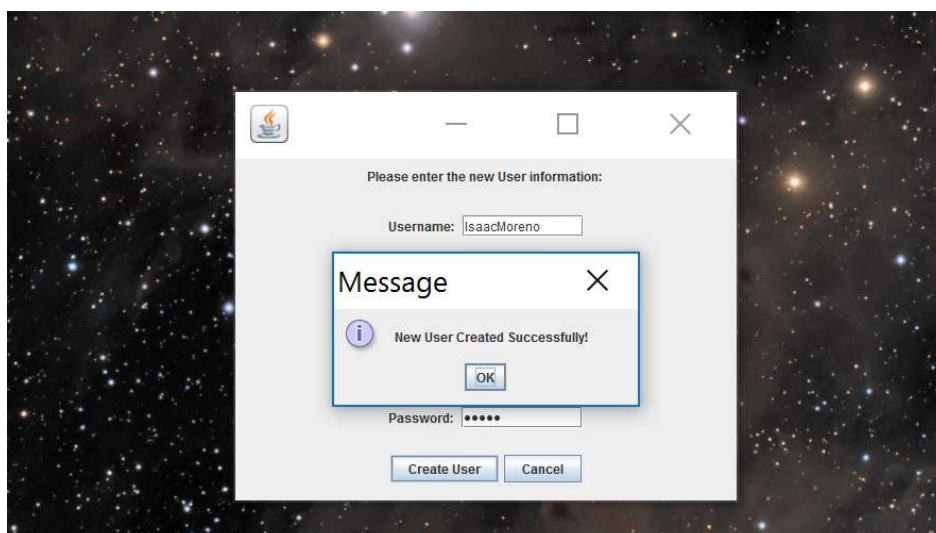
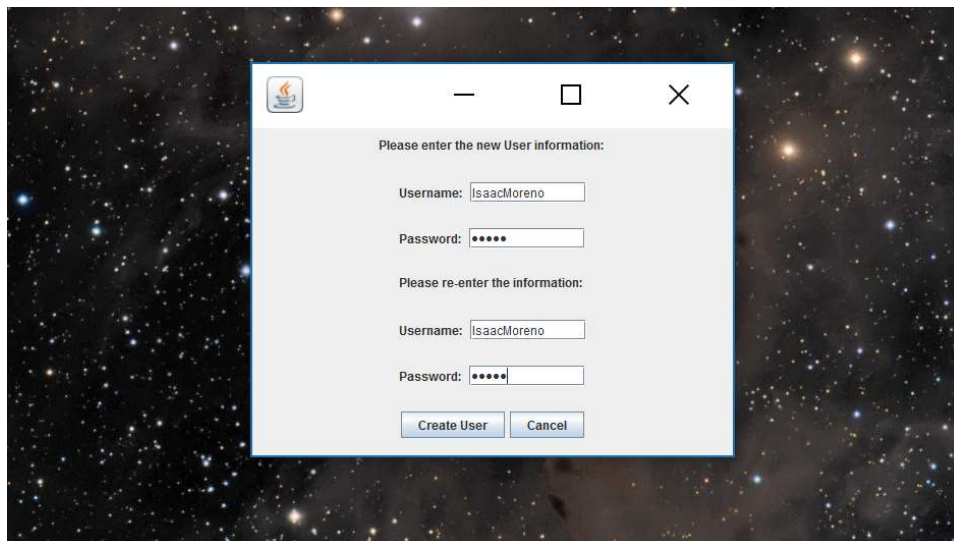
This section has a screenshot and a short description of each function.

Login Function: The first window the user sees. Upon inputting a valid username + password combination, the user will be logged in. If the user inputs an incorrect username + password combination, they cannot log in.

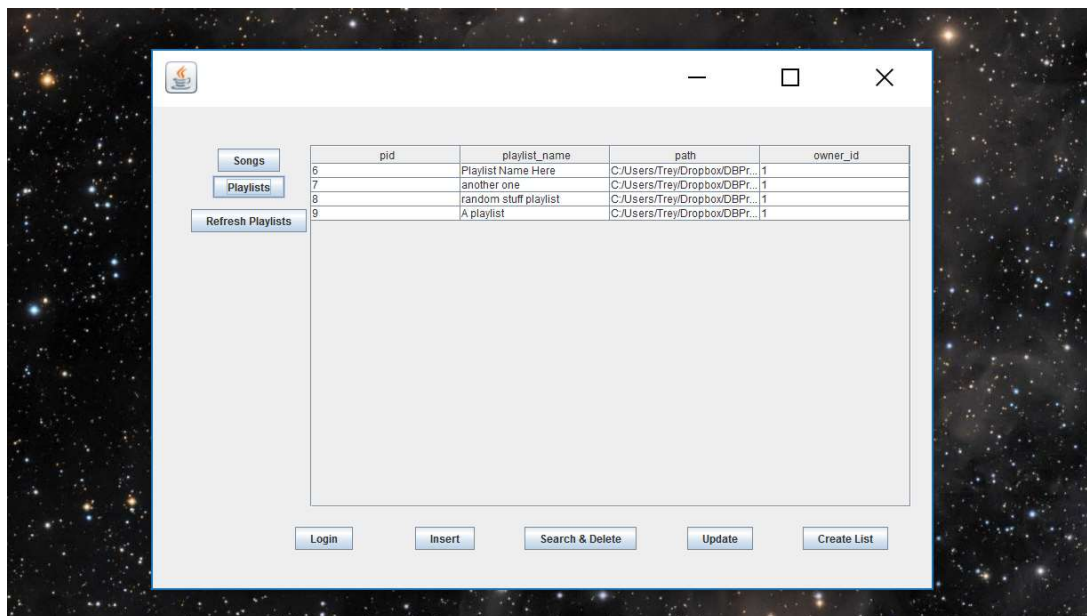
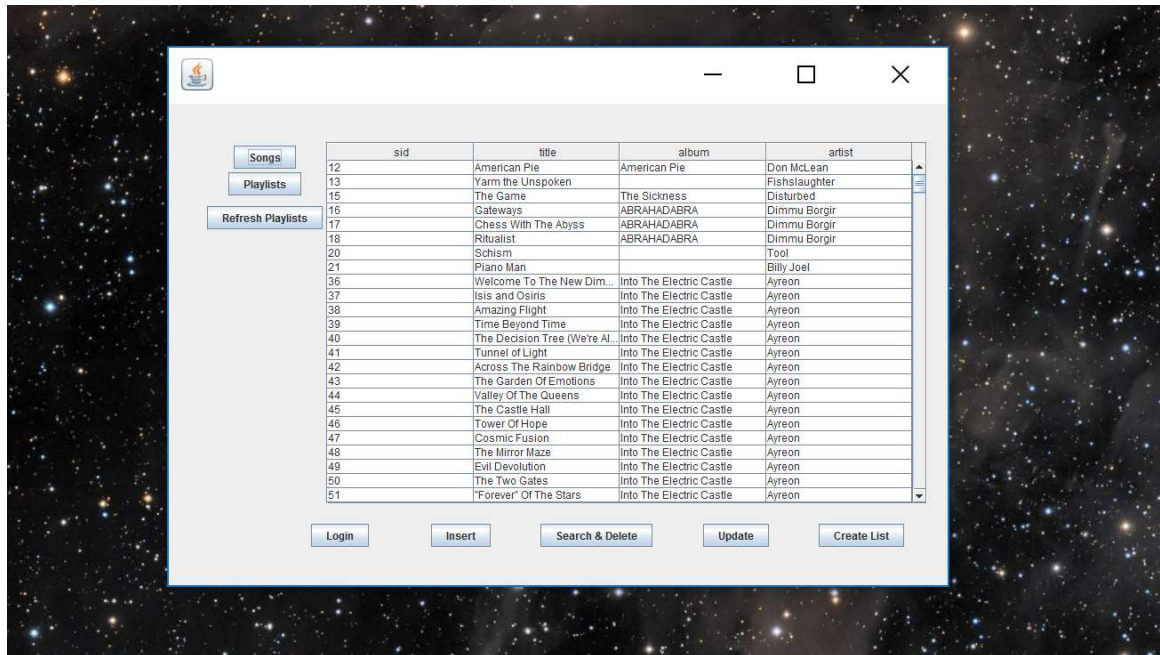




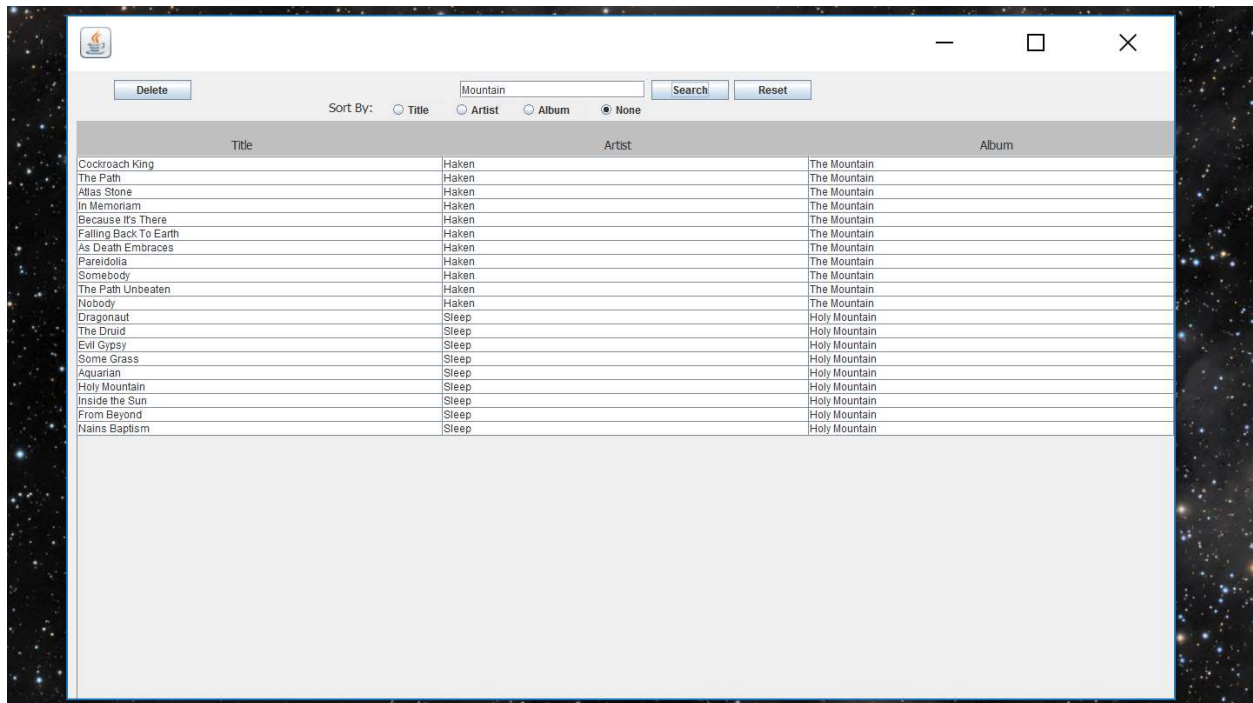
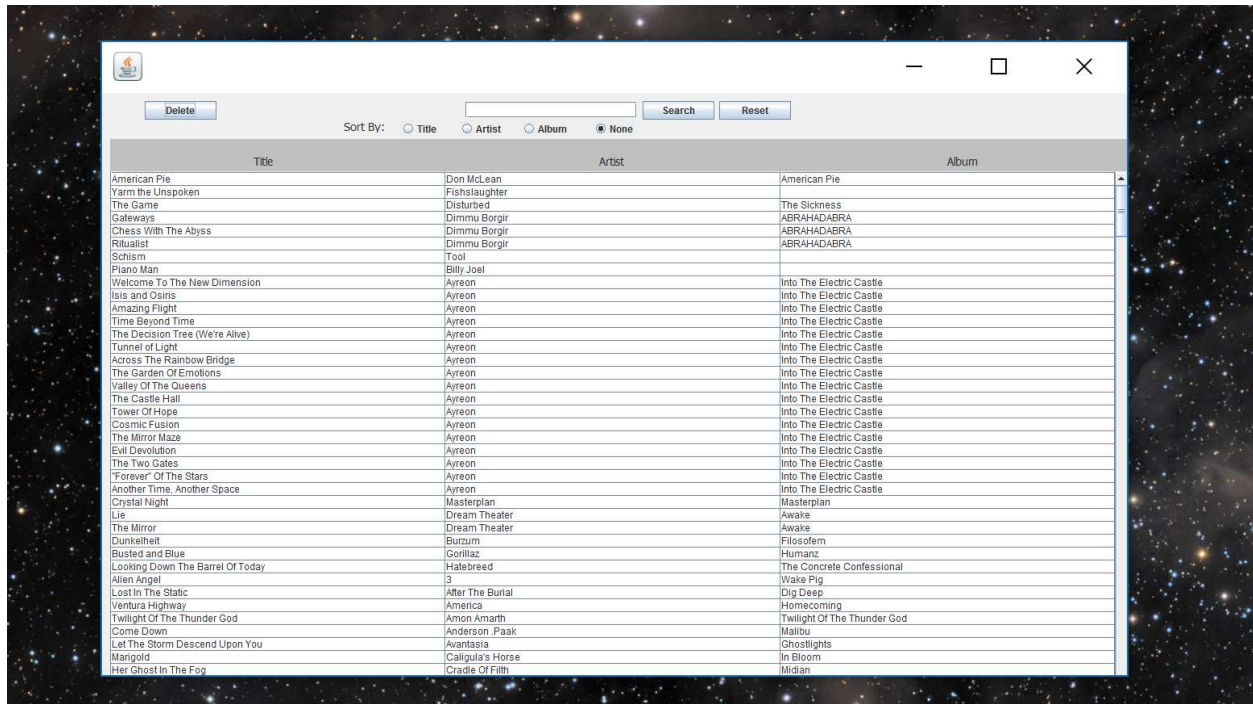
Create New User: If the user is not in the database, they can create a new user.

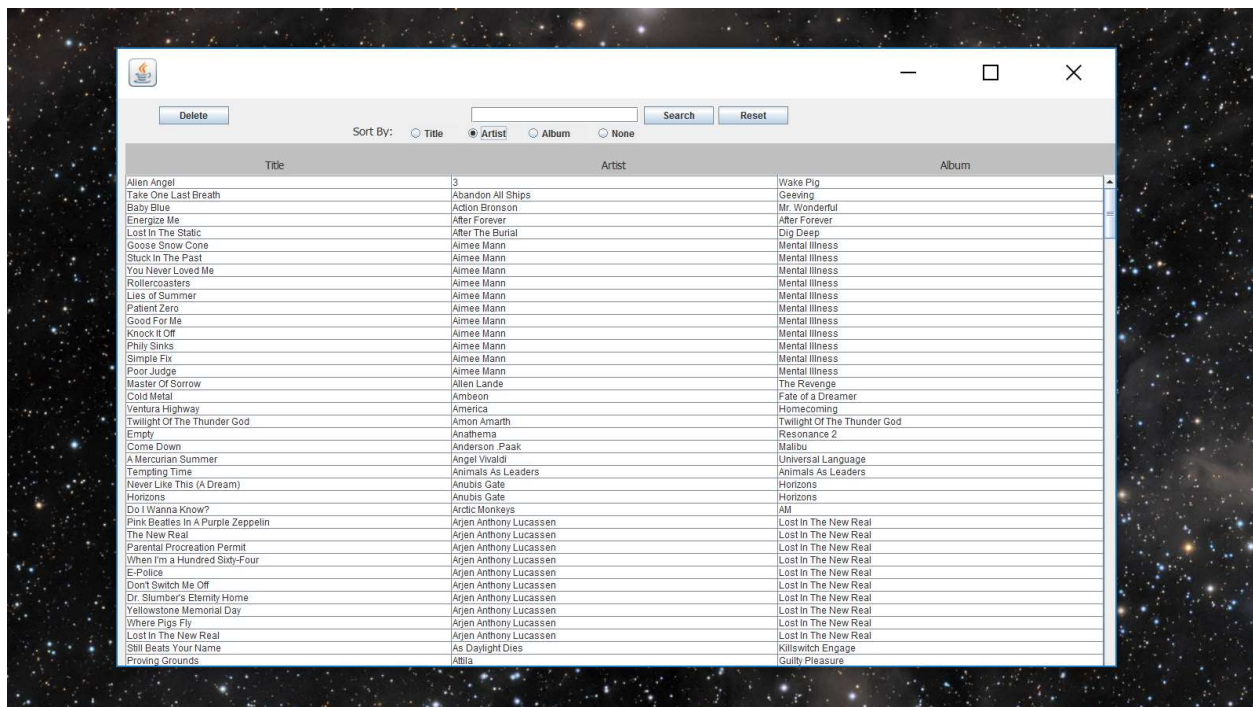


Main Window: This is the window the user sees upon successful login. It allows the user to see all the songs currently in the database, as well as their playlists (if that user has any). The Main Window also has buttons for the other functions.

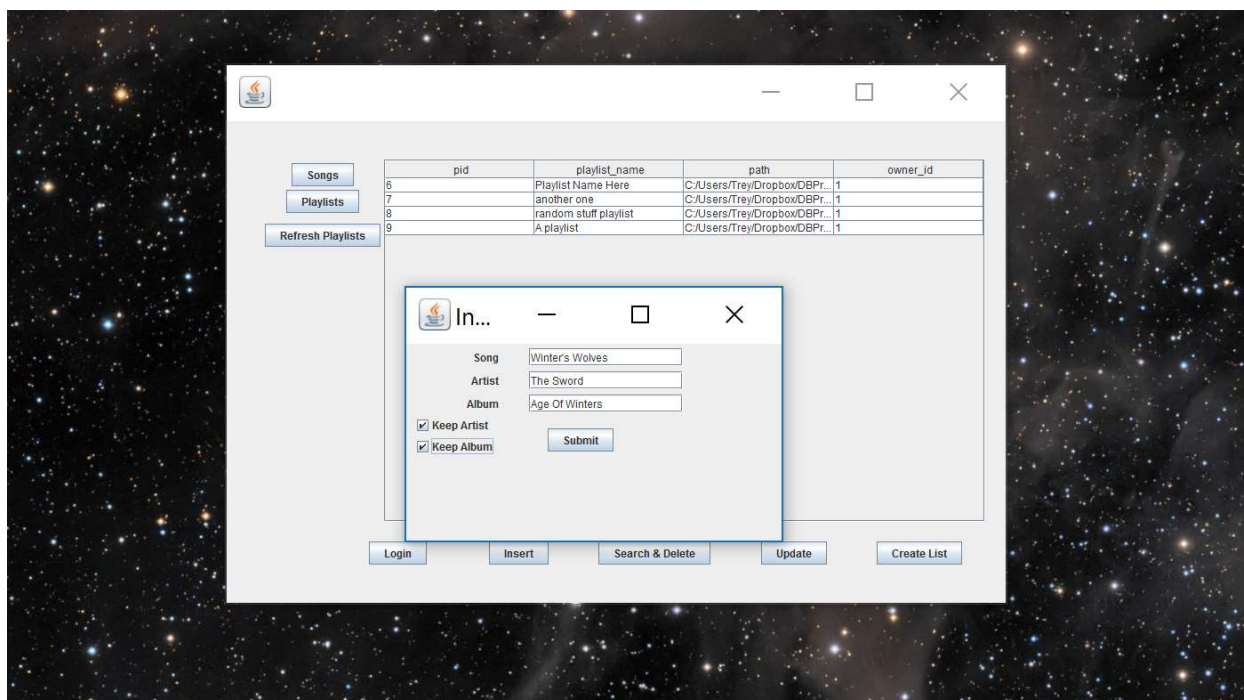


Search/Delete Songs: The user can search the songs in the database by song title, artist, or album. The list of songs can also be sorted by those attributes. Furthermore, the user can delete a song from the playlist (upper left-hand corner).

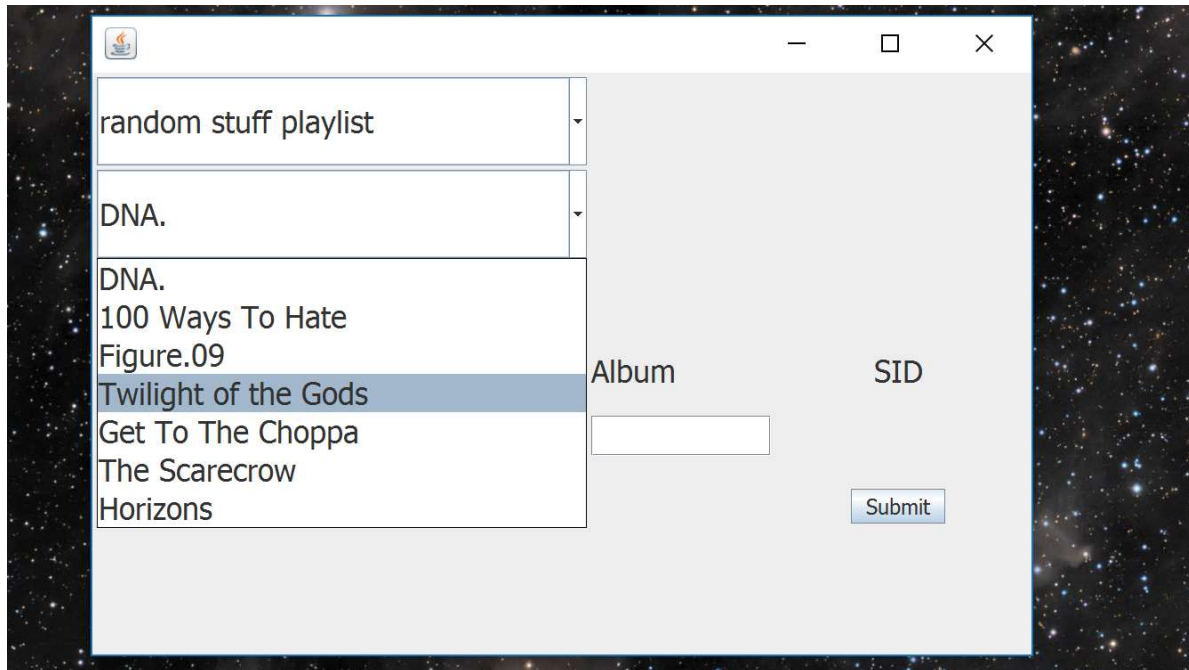




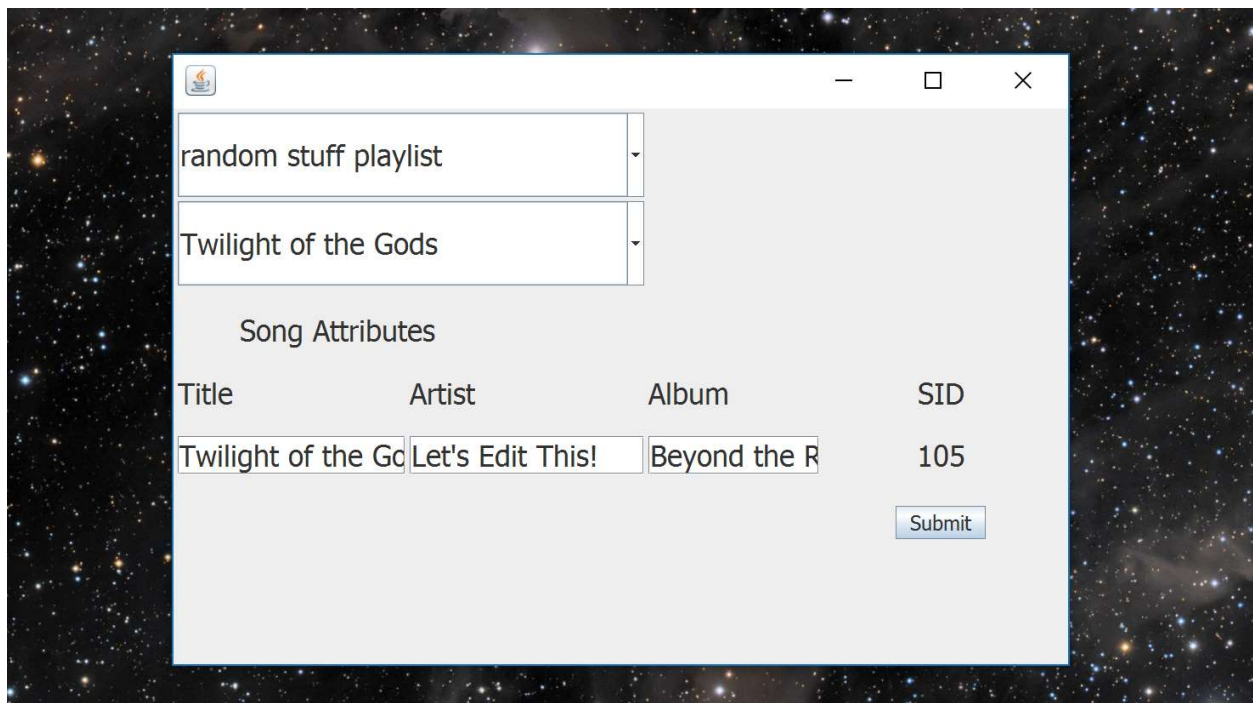
Insert Song: The User can also insert songs into the database. Song Title and Artist are required fields, while Album is optional. Furthermore, the user can specify the function to preserve the album and/or artist field in order to make insertion more convenient.



Update Function: The user can also update their playlists/songs. First the user must choose one of their playlists, then choose a song from that playlist. They can edit the song name, artist, and/or album.



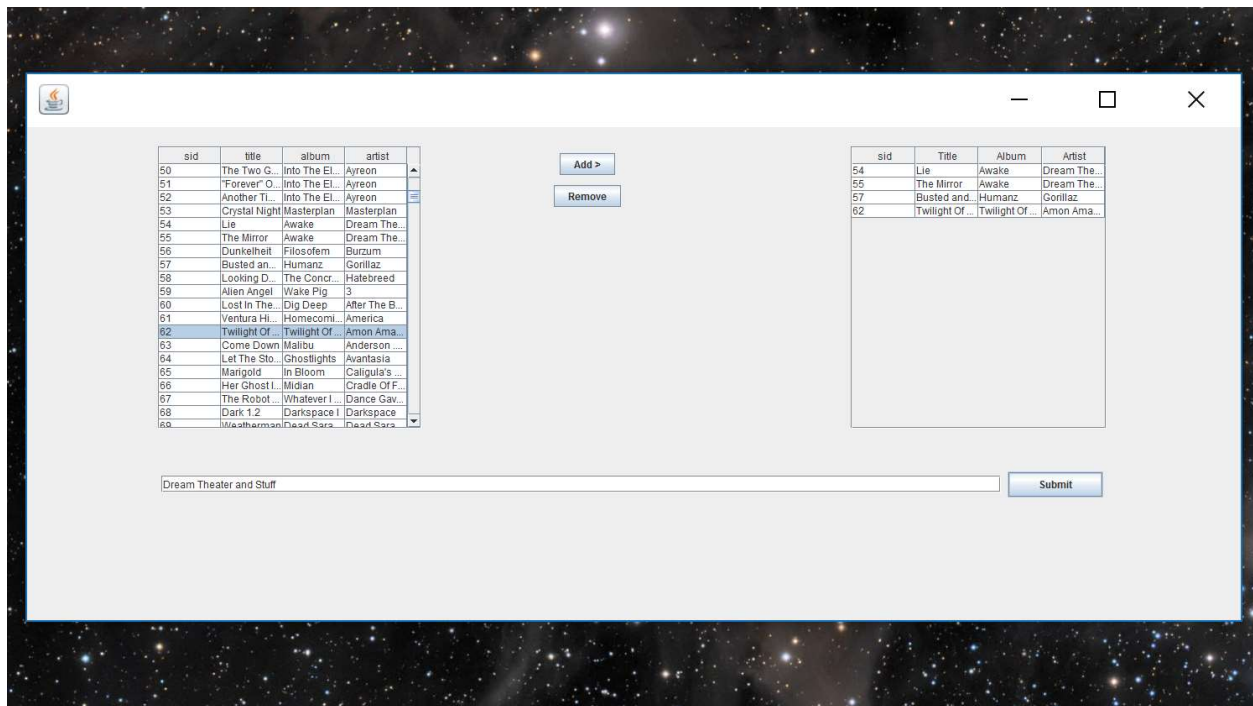
A screenshot of a web application window with a dark, starry background. The window has a title bar with a small icon and standard minimize, maximize, and close buttons. Inside the window, there are two dropdown menus. The first dropdown menu is labeled "random stuff playlist" and is open, showing a list of song titles: "DNA.", "DNA.", "100 Ways To Hate", "Figure.09", "Twilight of the Gods" (which is highlighted), "Get To The Choppa", "The Scarecrow", and "Horizons". To the right of the dropdown menu, there are two labels: "Album" and "SID". Below the "Album" label is a text input field. Below the "SID" label is a text input field. At the bottom right of the window is a "Submit" button.



A screenshot of a web application window with a dark, starry background. The window has a title bar with a small icon and standard minimize, maximize, and close buttons. Inside the window, there are two dropdown menus. The first dropdown menu is labeled "random stuff playlist" and is open, showing a list of song titles: "Twilight of the Gods" (which is highlighted). Below the dropdown menus, there is a section titled "Song Attributes". This section contains a table with four columns: "Title", "Artist", "Album", and "SID". The first row of the table has the following values: "Twilight of the Gods", "Let's Edit This!", "Beyond the R", and "105". Below the table is a "Submit" button.

Title	Artist	Album	SID
Twilight of the Gods	Let's Edit This!	Beyond the R	105

Playlist Writer: The User can create a new playlist by adding songs to the playlist writer. The User can specify the name of their new playlist.



6. ADDITIONAL COMMENTS

We believe that the program we've created is a good start for a music library database. We have a solid foundation that we can improve on further in order to make it into a viable product.

However, there are places we can improve on:

- Better GUI – The system is very basic and barebones. A better GUI will make the program more enjoyable to look at and use.
- Higher account security/verification – Due to time constraints, we were unable to implement password encryption (ex, MD5 or SHA). Thus, we should improve this to ensure the security of user accounts.
- Program stability – Each function was coded by different people, and there were some initial difficulties in getting everything to work together. The system can be improved by ensuring that each function works properly without crashing the system or producing incorrect results.
- Music player – One long term goal would be to implement a music player, so that the system would go from a simple music library organizer into a full-fledged music player.

- Web integration – Though out team does not have any experience with web integration, having the system attached to a web server would allow the user to access their music from any location, and not just the local system they are using.

7. SOURCE CODE

- MainWindow.java
- DBIO.java
- LoginDriver.java
- InsertWNDW.java
- MusicDatabase.java
- Playlist.java
- PlaylistEditor.java
- PlaylistWriter.java
- SearchWindow.java
- Song.java
- UpdateWindow.java