**INDEX**

|  |  |  |
| --- | --- | --- |
| **S.N** | **DESCRIPTION** | **PAGE NO** |
| 01 | INTRODUCTION | **02** |
| 02 | OBJECTIVES OF THE PROJECT | **02** |
| 03 | PROPOSED SYSTEM | **03** |
| 04 | SYSTEM DEVELOPMENT LIFE CYCLE (SDLC) | **04** |
| 05 | PHASES OF SYSTEM DEVELOPMENT LIFE CYCLE | **05** |
| 06 | FLOW CHART | **13** |
| 07 | SOURCE CODE | **14** |
| 08 | OUTPUT | **19** |
| 09 | INSTALLATION PROCEDURE | **22** |
| 10 | TESTING | **24** |
| 11 | HARDWARE AND SOFTWARE REQUIREMENTS | **27** |
| 12 | BIBLIOGRAPHY | **28** |

PROJECT ON

MUSIC PLAYER

# INTRODUCTION

This project is all about software for a playing music which helps us in playing music files in the internal storage as well as search for songs online and plays it on YouTube.

This project is mainly focused on providing high quality music experience to the listeners and the user friendly interface for smooth use.

# OBJECTIVES OF THE PROJECT

The objective of this project is to let the students apply the programming knowledge into a real- world situation/problem and exposed the students how programming skills helps in developing a good software.

1. Write programs utilizing modern software tools.
2. Apply object oriented programming principles effectively when developing small to medium sized projects.
3. Write effective procedural code to solve small to medium sized problems.
4. Students will demonstrate a breadth of knowledge in computer science, as exemplified in the areas of systems, theory and software development.
5. Students will demonstrate ability to conduct a research or applied Computer Science project, requiring writing and presentation skills which exemplify scholarly style in computer science.

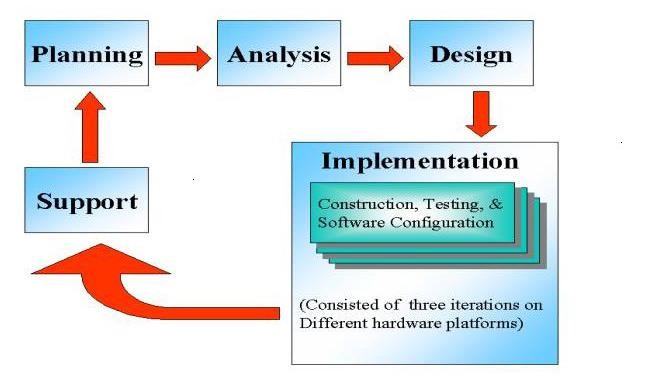
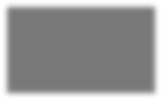
# PROPOSED SYSTEM

Today one cannot afford to rely on the fallible human beings of be really wants to stand against today’s merciless competition where not to wise saying **“to err is human”** no longer valid, it’s outdated to rationalize your mistake. So, to keep pace with time, to bring about the best result without malfunctioning and greater efficiency so to replace the unending heaps of flies with a much sophisticated hard disk of the computer.

One has to use the data management software. Software has been an ascent in atomization various organizations. Many software products working are now in markets, which have helped in making the organizations work easier and efficiently. Data management initially had to maintain a lot of ledgers and a lot of paper work has to be done but now software product on this organization has made their work faster and easier. Now only this software has to be loaded on the computer and work can be done.

This prevents a lot of time and money. The work becomes fully automated and any information regarding the organization can be obtained by clicking the button. Moreover, now it’s an age of computers of and automating such an organization gives the better look.

# SYSTEM DEVELOPMENT LIFE CYCLE (SDLC)



The systems development life cycle is a project management technique that divides complex projects into smaller, more easily managed segments or phases. Segmenting projects allows managers to verify the successful completion of project phases before allocating resources to subsequent phases.

Software development projects typically include initiation, planning, design, development, testing, implementation, and maintenance phases. However, the phases may be divided differently depending on the organization involved.

For example, initial project activities might be designated as request, requirements-definition, and planning phases, or initiation, concept-development, and planning phases. End users of the system under development should be involved in reviewing the output of each phase to ensure the system is being built to deliver the needed functionality.

# PHASES OF SYSTEM DEVELOPMENT LIFE CYCLE

## INITIATION PHASE

The Initiation Phase begins when a business sponsor identifies a need or an opportunity.

The purpose of the Initiation Phase is to:

*Identify and validate an opportunity to improve business accomplishments of the organization or a deficiency related to a business need.

**Identify significant assumptions and constraints on solutions to that need. Recommend the exploration of alternative concepts and methods to satisfy the need including questioning the need for technology, i.e., will a change in the business process offer a solution?

*Assure executive business and executive technical sponsorship. The Sponsor designates a Project Manager and the business need is documented in a Concept Proposal. The Concept Proposal includes information about the business process and the relationship to the Agency/Organization.

*Infrastructure and a Strategic Plan. A successful Concept Proposal results in a Project Management Charter which outlines the authority of the project manager to begin

the project.

Careful oversight is required to ensure projects support strategic business objectives and resources are effectively implemented into an organization's enterprise architecture. The initiation phase begins when an opportunity to add, improve, or correct a system is identified and formally requested through the presentation of a business case. The business case should, at a minimum, describe a proposal’s purpose, identify expected benefits, and explain how the proposed system supports one of the organization’s business strategies. The business case

should also identify alternative solutions and detail as many informational, functional, and network requirements as possible.

## SYSTEM CONCEPT DEVELOPMENT PHASE

The System Concept Development Phase begins after a business need or opportunity is validated by the Agency/Organization Program Leadership and the Agency/Organization CIO.

**The purpose of the System Concept Development Phase is to: Determine the feasibility and appropriateness of the alternatives. Identify system interfaces.

**Identify basic functional and data requirements to satisfy the business need. Establish system boundaries; identify goals, objectives, critical success factors, and performance measures.

*Evaluate costs and benefits of alternative approaches to satisfy the basic functional requirements

*Assess project risks

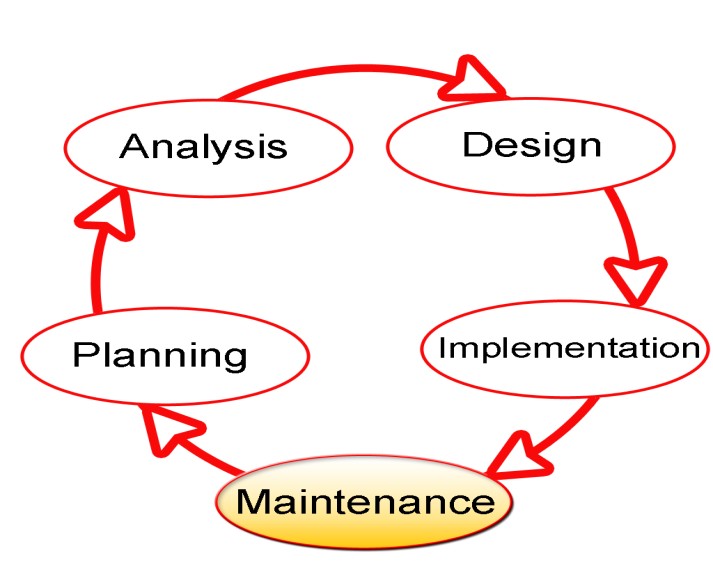
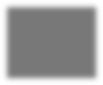
*Identify and initiate risk mitigation actions, and develop high-level technical architecture, process models, data models, and a concept of operations. This phase explores potential technical solutions within the context of the business need.

*It may include several trade-off decisions such as the decision to use COTS software products as opposed to developing custom software or reusing software components, or the decision to use an incremental delivery versus a complete, onetime deployment.

*Construction of executable prototypes is encouraged to evaluate technology to support the business process. The System Boundary Document serves as an important reference document to support the Information Technology Project Request (ITPR) process.

*The ITPR must be approved by the State CIO before the project can move forward

## PICTORIAL REPRESENTATION OF SDLC:



**PLANNING PHASE**

The planning phase is the most critical step in completing development, acquisition, and maintenance projects. Careful planning, particularly in the early stages of a project, is necessary to coordinate activities and manage project risks effectively. The depth and formality of project plans should be commensurate with the characteristics and risks of a given project. Project plans refine the information gathered during the initiation phase by further identifying the specific activities and resources required to complete a project.

A critical part of a project manager’s job is to coordinate discussions between user, audit, security, design, development, and network personnel to identify and document as many functional, security, and network requirements as possible. During this phase, a plan is developed that documents the approach to be used and includes a discussion of methods, tools, tasks, resources, project schedules, and user input. Personnel assignments, costs, project schedule, and target dates are established.

A Project Management Plan is created with components related to acquisition planning, configuration management planning, quality assurance planning, concept of operations, system security, verification and validation, and systems engineering management planning.

## REQUIREMENTS ANALYSIS PHASE

This phase formally defines the detailed functional user requirements using high-level requirements identified in the Initiation, System Concept, and Planning phases. It also delineates the requirements in terms of data, system performance, security, and maintainability requirements for the system. The requirements are defined in this phase to a level of detail sufficient for systems design to proceed. They need to be measurable, testable, and relate to the business need or opportunity identified in the Initiation Phase. The requirements that will be used to determine acceptance of the system are captured in the Test and Evaluation Master Plan.

The purposes of this phase are to:

*Further define and refine the functional and data requirements and document them in the Requirements Document,

*Complete business process reengineering of the functions to be supported (i.e., verify what information drives the business process, what information is generated, who generates it, where does the information go, and who processes it),

*Develop detailed data and process models (system inputs, outputs, and the process.

*Develop the test and evaluation requirements that will be used to determine acceptable system performance**.**

## DESIGN PHASE

The design phase involves converting the informational, functional, and network requirements identified during the initiation and planning phases into unified design specifications that developers use to script programs during the development phase. Program designs are constructed in various ways. Using a top-down approach, designers first identify and link major program components and interfaces, then expand design layouts as they identify and link smaller subsystems and connections. Using a bottom-up approach, designers first identify and link minor program components and interfaces, then expand design layouts as they identify and link larger systems and connections. Contemporary design techniques often use prototyping tools that build mock-up designs of items such as application screens, database layouts, and system architectures. End users, designers, developers, database managers, and network administrators should review and refine the prototyped designs in an iterative process until they agree on an acceptable design. Audit, security, and quality assurance personnel should be involved in the review and approval process. During this phase, the system is designed to satisfy the functional requirements identified in the previous phase. Since problems in the design phase could be very expensive to solve in the later stage of the software development, a variety of elements are considered in the design to mitigate risk. These include:

**Identifying potential risks and defining mitigating design features. Performing a security risk assessment.

**Developing a conversion plan to migrate current data to the new system. Determining the operating environment.

**Defining major subsystems and their inputs and outputs. Allocating processes to resources.

*Preparing detailed logic specifications for each software module. The result is a draft System Design Document which captures the preliminary design for the system.

*Everything requiring user input or approval is documented and reviewed by the user. Once these documents have been approved by the Agency CIO and Business Sponsor, the final System Design Document is created to serve as the Critical/Detailed Design for the system.

*This document receives a rigorous review by Agency technical and functional representatives to ensure that it satisfies the business requirements. Concurrent with the development of the system design, the Agency Project Manager begins development of the Implementation Plan, Operations and Maintenance Manual, and the Training Plan.

## DEVELOPMENT PHASE

The development phase involves converting design specifications into executable programs. Effective development standards include requirements that programmers and other project participants discuss design specifications before programming begins. The procedures help ensure programmers clearly understand program designs and functional requirements. Programmers use various techniques to develop computer programs. The large transaction oriented programs associated with financial institutions have traditionally been developed using procedural programming techniques. Procedural programming involves the line-by-line scripting of logical instructions that are combined to form a program. Effective completion of the previous stages is a key factor in the success of the Development phase. The Development phase consists of:

**Translating the detailed requirements and design into system components. Testing individual elements (units) for usability.

*Preparing for integration and testing of the IT system.

## INTEGRATION AND TEST PHASE

*Subsystem integration, system, security, and user acceptance testing is conducted during the integration and test phase. The user, with those responsible for quality assurance, validates that the functional requirements, as defined in the functional requirements document, are satisfied by the developed or modified system. OIT Security staff assess the system security and issue a security certification and accreditation prior to installation/implementation.

***Multiple levels of testing are performed, including***:

*Testing at the development facility by the contractor and possibly supported by end users

*Testing as a deployed system with end users working together with contract personnel

*Operational testing by the end user alone performing all functions. Requirements are traced throughout testing,a final Independent Verification & Validation evaluation is performed and all documentation is reviewedand accepted prior to acceptance of the system.

## IMPLEMENTATION PHASE

This phase is initiated after the system has been tested and accepted by the user. In this phase, the system is installed to support the intended business functions. System performance is compared to performance objectives established

during the planning phase. Implementation includes user notification, user training, installation of hardware, installation of software onto production computers, and integration of the system into daily work processes. This phase continues until the system is operating in production in accordance with the defined userrequirements.

## OPERATIONS AND MAINTENANCE PHASE

The system operation is ongoing. The system is monitored for continued performance in accordance with user requirements and needed system modifications are incorporated. Operations continue as long as the system can be effectively adapted to respond to the organization’s needs. When modifications or changes are identified, the system may reenter the planning phase.

##### The purpose of this phase is to:

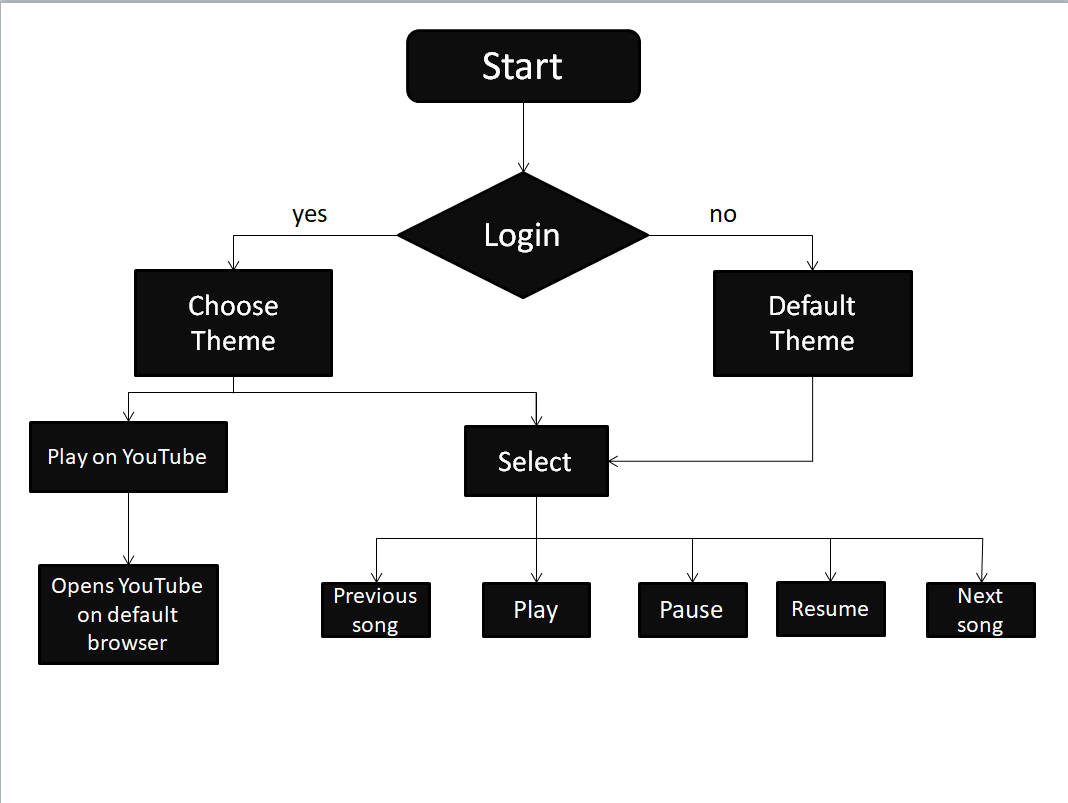
*Operate, maintain, and enhance the system.

*Certify that the system can process sensitive information.

*Conduct periodic assessments of the system to ensure the functional requirements continue to be satisfied.

*Determine when the system needs to be modernized, replaced, or retired.

# FLOW CHART



1. **SOURCE CODE**

================================================================

#### # BASE.PY FILE #

from main import base

base()

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

#### # MAIN.PY FILE #

from tkinter import \*

from PIL import Image

from PIL import ImageTk

def base():

from tkinter import Tk

import tkinter as tk

def default\_player():

from default import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def horror\_player():

from horror import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def cute\_player():

from cute import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def summer\_player():

from summer import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def sea\_player():

from sea import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def alien\_player():

from alien import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def pastel\_player():

from pastel import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

def winter\_player():

from winter import MusicPlayer

# Passing Root to MusicPlayer Class

MusicPlayer(root)

# Creating TK Container

root=Tk()

# Name of the tkinter window

root.title("SELECT THEME")

#icon

root.iconbitmap(r'n1.ico')

# Window Geometry

root.geometry("250x300")

# Disable resizing

#root.resizable(False,False)

# Frame for radio buttons

alien=PhotoImage(file='E:/NOLAE MUSIC PLAYER/alien.png')

summer=PhotoImage(file='E:/NOLAE MUSIC PLAYER/summer.png')

pastel=PhotoImage(file='E:/NOLAE MUSIC PLAYER/pastel.png')

cute=PhotoImage(file='E:/NOLAE MUSIC PLAYER/cute.png')

sea=PhotoImage(file='E:/NOLAE MUSIC PLAYER/sea.png')

winter=PhotoImage(file='E:/NOLAE MUSIC PLAYER/winter.png')

dark=PhotoImage(file='E:/NOLAE MUSIC PLAYER/dark.png')

blood=PhotoImage(file='E:/NOLAE MUSIC PLAYER/blood.png')

#add png

#nolae=Image.open("n1png.png")

#nolae.resize((136,109),Image.ANTIALIAS)

#canvas= Canvas(root, width= 300, height= 400, bg="#e1e1e1")

#canvas.create\_image(136,109, image=nolae)

#create\_image(50, 10, image=gif1, anchor=NW)

#canvas.place(x=0, y=0, height=300, width=250)

# buttons for themes

buttonframe = LabelFrame(root,text="Choose A Theme",bg="lavender",fg="black",bd=5,relief=FLAT)

buttonframe.place(x=0,y=0,width=250,height=300)

default\_btn = Button(buttonframe,image=dark,command=default\_player,relief=FLAT, activebackground="#e2e5de").grid(row=0,column=1,padx=10,pady=15)

horror\_btn = Button(buttonframe,image=blood,command=horror\_player ,relief=FLAT, activebackground="#e2e5de").grid(row=0,column=10,padx=10,pady=15)

cute\_btn = Button(buttonframe,image=cute,command=cute\_player,relief=FLAT, activebackground="#e2e5de").grid(row=3,column=1,padx=10,pady=15)

summer\_btn = Button(buttonframe,image=summer,command=summer\_player,relief=FLAT, activebackground="#e2e5de").grid(row=3,column=10,padx=10,pady=15)

sea\_btn = Button(buttonframe,image=sea,command=sea\_player,relief=FLAT, activebackground="#e2e5de").grid(row=5,column=1,padx=10,pady=15)

alien\_btn = Button(buttonframe,image=alien ,command=alien\_player,relief=FLAT, activebackground="#e2e5de").grid(row=5,column=10,padx=10,pady=15)

pastel\_btn = Button(buttonframe,image=pastel,command=pastel\_player,relief=FLAT, activebackground="#e2e5de").grid(row=7,column=1,padx=10,pady=15)

winter\_btn = Button(buttonframe,image=winter,command=winter\_player,relief=FLAT, activebackground="#e2e5de").grid(row=7,column=10,padx=10,pady=15)

# Root Window Looping

root.mainloop()

====================================================================

#### # ALIEN.PY FILE #

from tkinter import \*

from tkinter import Tk

import tkinter as tk

from tkinter import ttk

from tkinter import filedialog as fd

import pygame

import os

import time

import pywhatkit

from mutagen.mp3 import MP3

class MusicPlayer:

# Defining Constructor

def \_\_init\_\_(self,root):

self.root = root

# Title of the window

self.root.title("Nolae")

#icon

self.root.iconbitmap(r'n1.ico')

# Window Geometry

self.root.geometry("900x500")

# Disable resizing

self.root.resizable(False,False)

# Initiating Pygame

pygame.init()

# Initiating Pygame Mixer

pygame.mixer.init()

# Declaring track Variable

self.track = StringVar()

# Declaring Status Variable

self.status = StringVar()

# Creating Track Frame for Song label & status label

trackframe = LabelFrame(self.root,text="",font=("Fixedsys",15,"bold"),bg="#487463",fg="#eeb1b1",bd=5,relief=FLAT)

trackframe.place(x=0,y=400,width=600,height=100)

# Inserting Song Track Label

songtrack = Label(trackframe,textvariable=self.track,width=25,font=("Fixedsys",15,"bold"),bg="#225149",fg="white").grid(row=0,column=0,padx=10,pady=10)

# Inserting Status Label

trackstatus = Label(trackframe,textvariable=self.status,font=("Fixedsys",15,"italic"),bg="#225149",fg="white").grid(row=0,column=1,padx=10,pady=10)

# Creating Button Frame

buttonframe = LabelFrame(self.root,text="",font=("times new roman",15,"bold"),bg="#487463",fg="black",bd=5,relief=FLAT)

buttonframe.place(x=450,y=400,width=550,height=100)

# Inserting Previous Button

playbtn = Button(buttonframe,text="|◀◀",command=self.prevsong,width=3,height=1,font=("times new roman",16,"bold"),

fg="black",bg="#487463",relief=FLAT, activebackground="#225149").grid(row=0,column=1,padx=15,pady=15)

# Inserting Play Button

playbtn = Button(buttonframe,text="▶",command=self.playsong,width=2,height=1,font=("times new roman",16,"bold"),

fg="black",bg="#487463",relief=FLAT, activebackground="#225149").grid(row=0,column=3,padx=10,pady=15)

# Inserting Pause Button

playbtn = Button(buttonframe,text="||",command=self.pausesong,width=2,height=1,font=("times new roman",16,"bold"),

fg="black",bg="#487463",relief=FLAT, activebackground="#225149").grid(row=0,column=5,padx=10,pady=15)

# Inserting Unpause Button

playbtn = Button(buttonframe,text="▶||",command=self.unpausesong,width=2,height=1,font=("times new roman",16,"bold"),

fg="black",bg="#487463",relief=FLAT, activebackground="#225149").grid(row=0,column=7,padx=10,pady=15)

# Inserting Nextsong Button

playbtn = Button(buttonframe,text="▶▶|",command=self.nextsong,width=3,height=1,font=("times new roman",16,"bold"),

fg="black",bg="#487463",relief=FLAT, activebackground="#225149").grid(row=0,column=11,padx=10,pady=15)

# Creating Playlist Frame

songsframe = LabelFrame(self.root,text="Song Playlist",font=("Fixedsys",18,"bold"),bg="#91b09d",fg="black",bd=5,relief=FLAT)

songsframe.place(x=0,y=0,width=900,height=400)

entry= Entry(self.root)

entry.pack(anchor=NE, expand=1)

entry.focus\_set()

def playonyt():

pname = entry.get()

pywhatkit.playonyt(pname)

but = Button(songsframe, text='play on yt',command=playonyt,bg='black',fg='white',relief=FLAT)

but.pack(side=TOP,anchor=NE)

# Inserting scrollbar

scrol\_y = Scrollbar(songsframe,orient=VERTICAL)

# Inserting Playlist listbox

self.playlist = Listbox(songsframe,yscrollcommand=scrol\_y.set,selectbackground="#91b09d",

selectmode=SINGLE,font=("Fixedsys",18,"bold"),bg="#a0d29e",fg="BLACK",bd=2,relief=FLAT,height=10)

# Applying Scrollbar to listbox

scrol\_y.pack(side=RIGHT,fill=Y)

scrol\_y.config(command=self.playlist.xview)

self.playlist.pack(fill=BOTH)

# Create Status Bar

self.status\_bar = Label(root,font=("Fixedsys",4),text='',bd=1,relief=FLAT,anchor=E,bg="#225149",fg="white")

self.status\_bar.pack(fill=X,side=BOTTOM,ipady=2)

# Inserting Select Button

selectbtn = Button(self.status\_bar,text="SELECT",command=self.selectfolder,width=5,height=1,font=("Fixedsys",4,"bold"),

fg="white",bg="#225149",relief=FLAT, activebackground="#225149").grid(row=0,column=4,padx=2,pady=2)

backbtn=Button(self.status\_bar,text="BACK",command=self.back,width=5,height=1,font=("Fixedsys",4,"bold"),

fg="white",bg="#225149",relief=FLAT, activebackground="#225149").grid(row=0,column=1,padx=2,pady=2)

# Grab Song Length Time Info

def play\_time(self):

# Check for double timing

if self.status.get() == "-Stopped":

return

# Grab Current Song Elapsed Time

current\_time = pygame.mixer.music.get\_pos() / 1000

# convert to time format

converted\_current\_time = time.strftime('%M:%S', time.gmtime(current\_time))

#Grab song title from playlist

song = self.playlist.get(ACTIVE)

# Load Song with Mutagen

song\_mut = MP3(song)

# Get song Length

global song\_length

song\_length = song\_mut.info.length

# Convert to Time Format

converted\_song\_length = time.strftime('%M:%S', time.gmtime(song\_length))

# Increase current time by 1 second

current\_time +=1

self.status\_bar.config(text=f'{converted\_current\_time} of {converted\_song\_length} ')

self.status\_bar.after(1000, self.play\_time)

# Defining Play Song Function

def playsong(self):

# Displaying Selected Song title

self.track.set(self.playlist.get(ACTIVE))

# Displaying Status

self.status.set("-Playing")

# Loading Selected Song

pygame.mixer.music.load(self.playlist.get(ACTIVE))

# Playing Selected Song

pygame.mixer.music.play()

#

self.play\_time()

# Defining Stop Song Function

def stopsong(self):

# Reset Slider and Status Bar

self.status\_bar.config(text='')

# Displaying Status

self.status.set("-Stopped")

# Clear The Status Bar

self.status\_bar.config(text='')

# Stopped Song

pygame.mixer.music.stop()

# Defining Pause Song Function

def pausesong(self):

# Displaying Status

self.status.set("-Paused")

# Paused Song

pygame.mixer.music.pause()

# Defining Resume Song Function

def unpausesong(self):

# Displaying Status

self.status.set("-Playing")

# Playing back Song

pygame.mixer.music.unpause()

# Defining Select Folder Function

def selectfolder(self):

# Remove previous folder in the beginning

dir = None

# Select directory, 'dir' variable as folder

dir = fd.askdirectory()

# Music files in the folder as 'files'

files = os.listdir(dir)

if not files:

return

os.chdir(dir)

self.playlist.delete(0,END)

for file in files:

if file.endswith(".mp3"):

self.playlist.insert(END,file)

# Defining Next Song Function

def nextsong(self):

# Reset Status Bar

self.status\_bar.config(text='')

#my\_slider.config(value=0)

# Get the current song tuple number

next\_one = self.playlist.curselection()

# Add one to the current song number

next\_one = next\_one[0]+1

#Grab song title from playlist

song = self.playlist.get(next\_one)

# Displaying Selected Song title

self.track.set(self.playlist.get(next\_one))

# Displaying Status

self.status.set("-Playing")

# Load and play song

pygame.mixer.music.load(song)

pygame.mixer.music.play(loops=0)

# Clear active bar in playlist listbox

self.playlist.selection\_clear(0, END)

# Activate new song bar

self.playlist.activate(next\_one)

# Set Active Bar to Next Song

self.playlist.selection\_set(next\_one, last=None)

# Defining Previous Song Function

def prevsong(self):

# Reset Status Bar

self.status\_bar.config(text='')

# Get the current song tuple number

prev\_one = self.playlist.curselection()

# Add one to the current song number

prev\_one = prev\_one[0]-1

#Grab song title from playlist

song = self.playlist.get(prev\_one)

# Displaying Selected Song title

self.track.set(self.playlist.get(prev\_one))

# Displaying Status

self.status.set("-Playing")

# Load and play song

pygame.mixer.music.load(song)

pygame.mixer.music.play(loops=0)

# Clear active bar in playlist listbox

self.playlist.selection\_clear(0, END)

# Activate new song bar

self.playlist.activate(prev\_one)

# Set Active Bar to Next Song

self.playlist.selection\_set(prev\_one, last=None)

def back(self):

if self.root:

self.root.destroy()

from main import base

base()

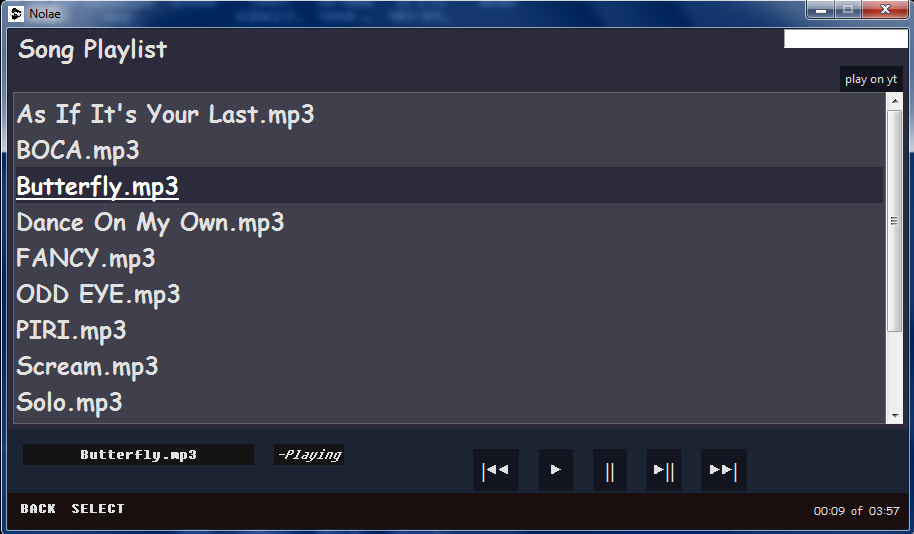
====================================================================

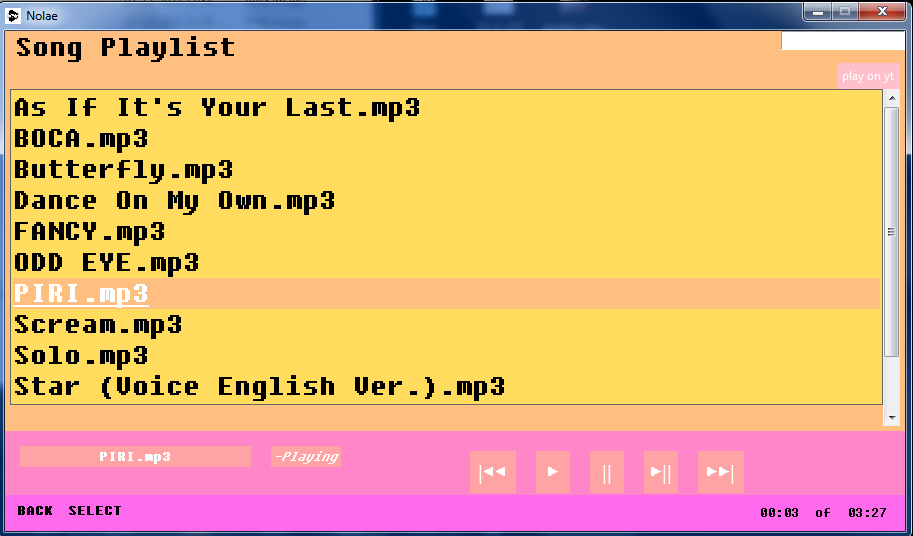
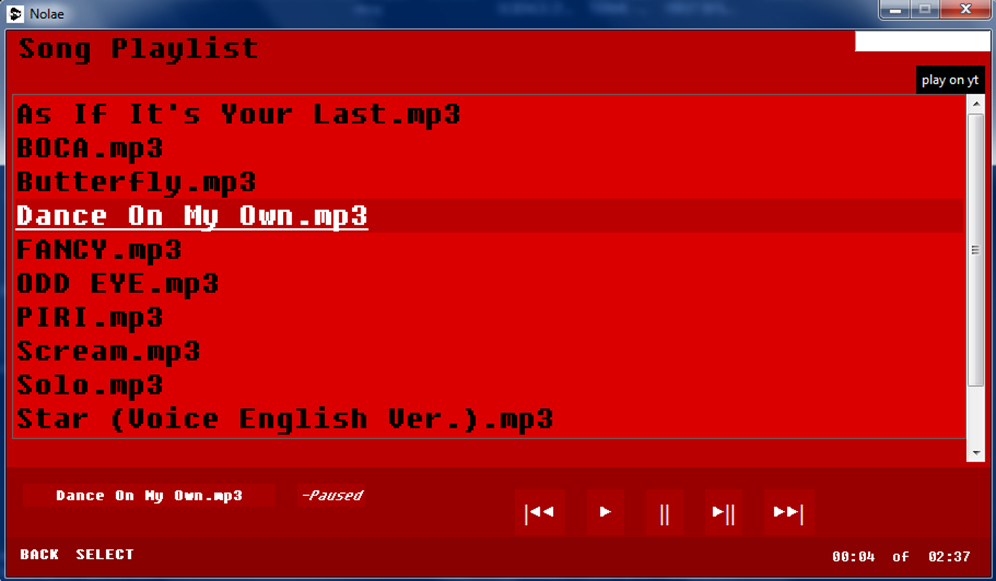
#### # CUTE.PY FILE #

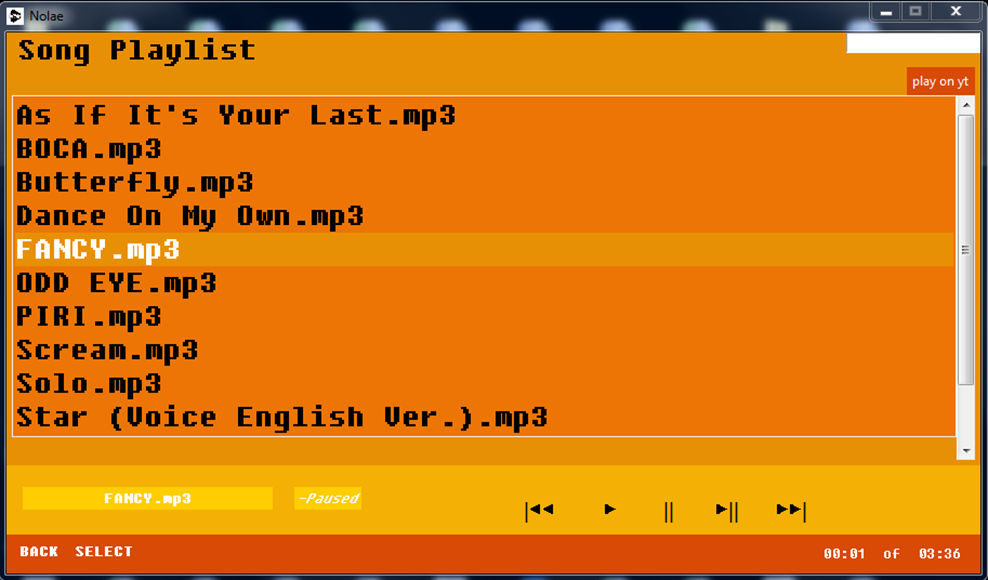
====================================================================

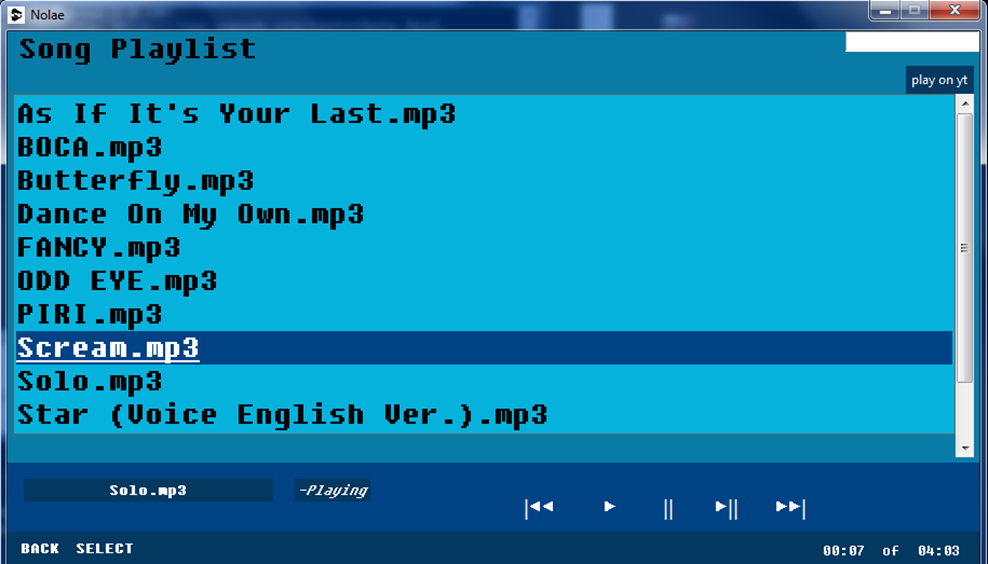
# OUTPUT

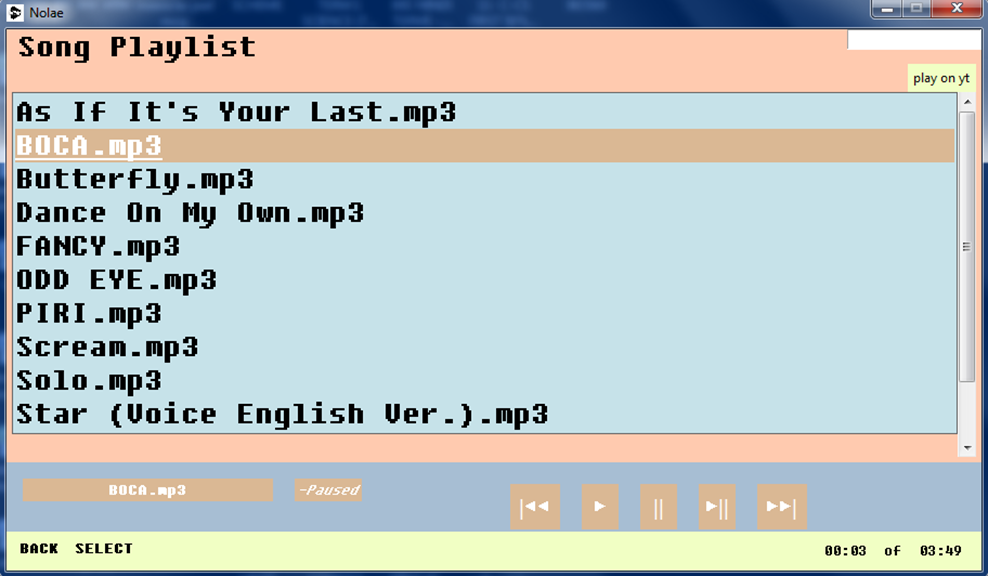
# 

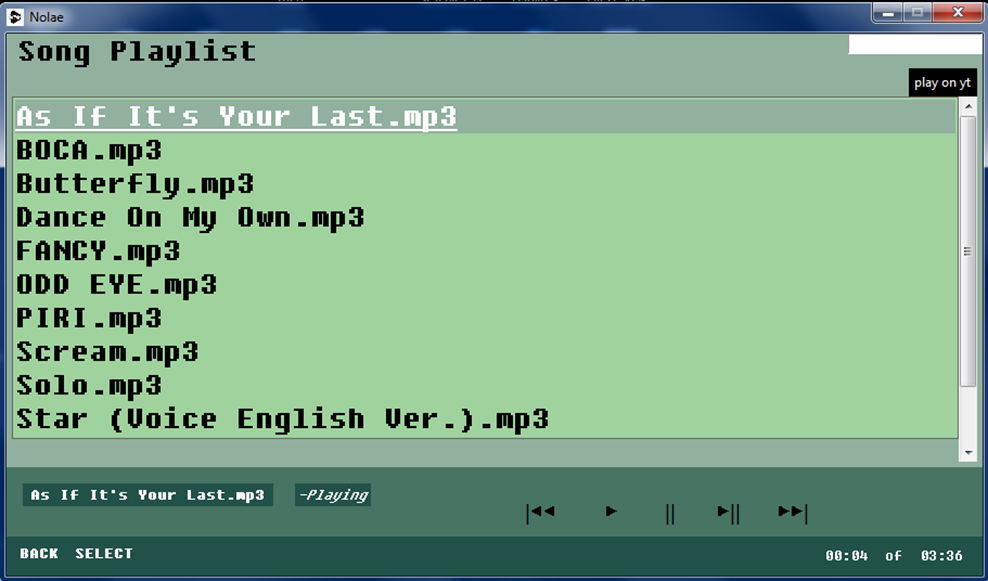


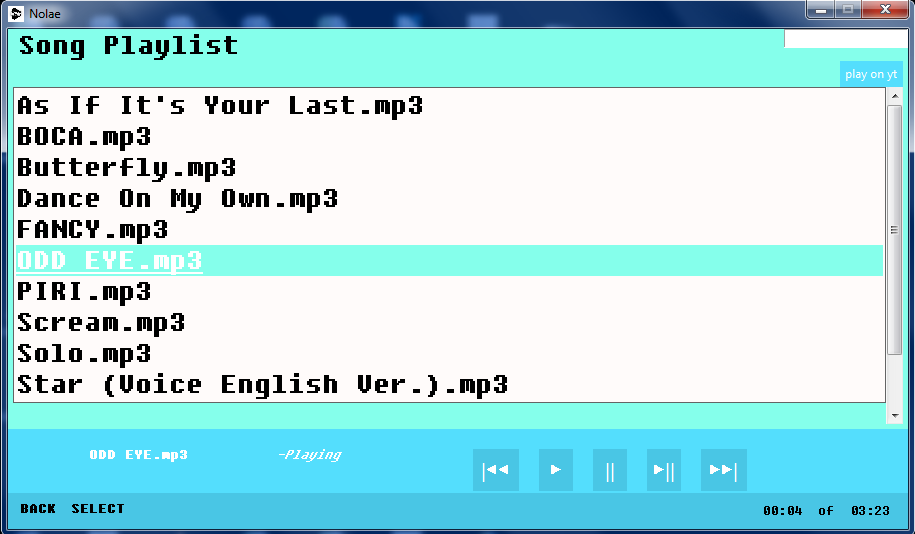
****

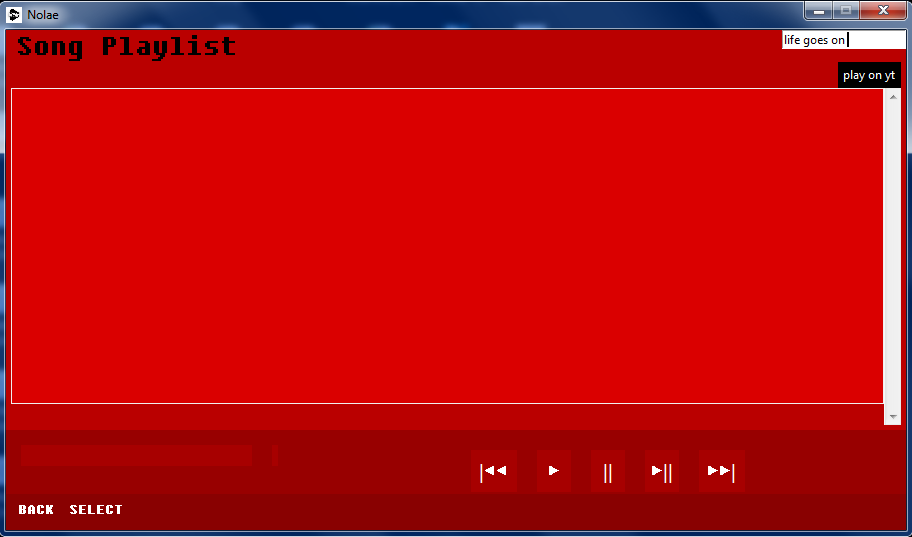
****

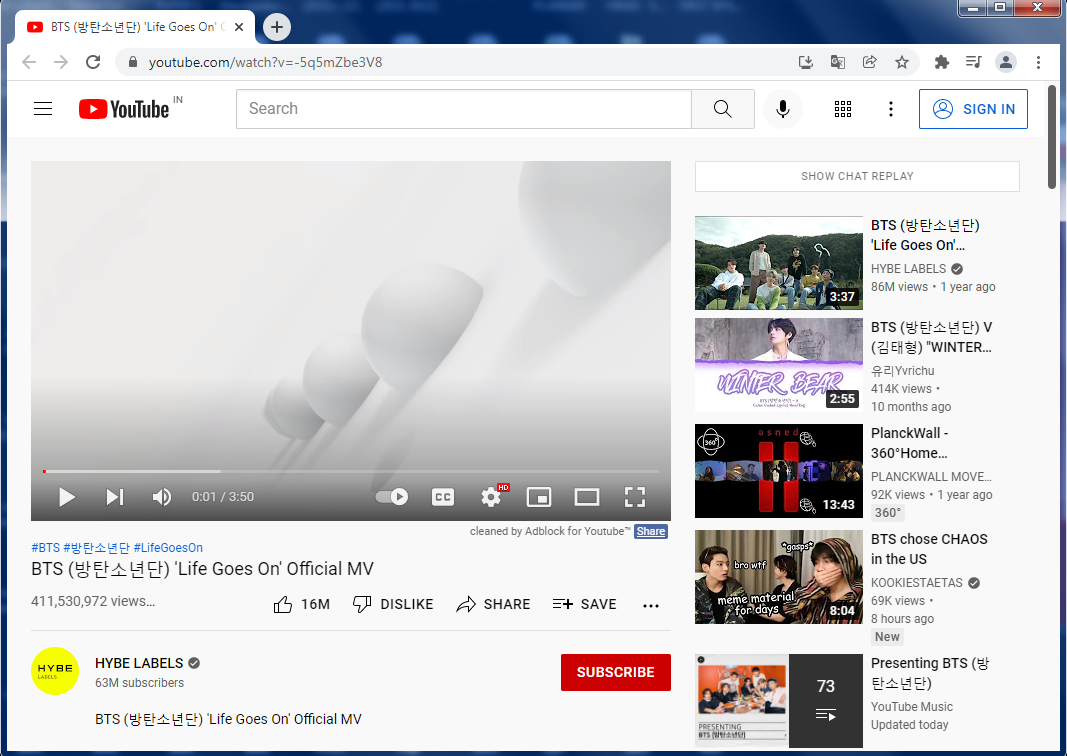
****











1. **INSTALLATION PROCEDURE**

Nolae music player:-

Pre-Requisites:-

1. You have to have the following software for the successful running of this software; which are
   1. Python (Only for the First time), it is downloadable from 'www.python.org'.

Installation:-

1. There will be two folders namely 'TABLEE Files' and 'MAIN files'.
2. The folder 'TABLEE Files' will contain the source code of the software in python language. If you are running the software by the 3rd step mentioned below you have to pre install the following modules :-
3. Tkinter module
4. Pygame module
5. os module
6. time module
7. pywhatkit module
8. mutagen module
9. Open the files in any python editors and run it to start and work on the software.
10. The folder will contain a files
11. First run the 'Tables\_in\_mysql.exe' to create the tables in MySQL.
12. Then run the file 'main.exe' to start and work on the software.

# TESTING

Software Testing is an empirical investigation conducted to provide stakeholders with information about the quality of the product or service under test [1], with respect to the context in which it is intended to operate. Software Testing also provides an objective, independent view of the software to allow the business to appreciate and understand the risks at implementation of the software. Test techniques include, but are not limited to, the process of executing a program or application with the intent of finding software bugs.

It can also be stated as the process of validating and verifying that a software program/application/product meets the business and technical requirements that guided its design and development, so that it works as expected and can be implemented with the same characteristics. Software Testing, depending on the testing method employed, can be implemented at any time in the development process, however the most test effort is employed after the requirements have been defined and coding process has been completed.

## TESTING METHODS

Software testing methods are traditionally divided into black box testing and white box testing. These two approaches are used to describe the point of view that a test engineer takes when designing test cases.

## BLACK BOX TESTING

Black box testing treats the software as a "black box," without any knowledge of internal implementation. Black box testing methods include: equivalence partitioning, boundary value analysis, all-pairs testing, fuzz testing, model-based testing, traceability matrix, exploratory testing and specification-based testing.

### SPECIFICATION-BASED TESTING

Specification-based testing aims to test the functionality of software according to the applicable requirements.[16] Thus, the tester inputs data into, and only sees the output from, the test object. This level of testing usually requires thorough test cases to be provided to the tester, who then can simply verify that for a given input, the output value (or behavior), either "is" or "is not" the same as the expected value specified in the test case. Specification-based testing is necessary, but it is insufficient to guard against certain risks

### ADVANTAGES AND DISADVANTAGES

The black box tester has no "bonds" with the code, and a tester's perception is very simple: a code must have bugs. Using the principle, "Ask and you shall receive," black box testers find bugs where programmers don't. But, on the other hand, black box testing has been said to be "like a walk in a dark labyrinth without a flashlight," because the tester doesn't know how the software being tested was actually constructed.

That's why there are situations when (1) a black box tester writes many test cases to check something that can be tested by only one test case, and/or (2) some parts of the back end are not tested at all. Therefore, black box testing has the advantage of "an unaffiliated opinion," on the one hand, and the disadvantage of "blind exploring," on the other.

### WHITE BOX TESTING

White box testing, by contrast to black box testing, is when the tester has access to the internal data structures and algorithms (and the code that implement these)

##### Types of white box testing:-

The following types of white box testing exist:

**api testing - Testing of the application using Public and Private APIs. Code coverage - creating tests to satisfy some criteria of code coverage.

For example, the test designer can create tests to cause all statements in the program to be executed at least once.

**fault injection methods. mutation testing methods.

*static testing - White box testing includes all static testing.

## CODE COMPLETENESS EVALUATION

White box testing methods can also be used to evaluate the completeness of a test suite that was created with black box testing methods. This allows the software team to examine parts of a system that are rarely tested and ensures that the most important function points have been tested.

##### Two common forms of code coverage are:

**Function Coverage: Which reports on functions executed and Statement Coverage: Which reports on the number of lines executed to complete the test.

***They both return coverage metric, measured as a percentage***

# HARDWARE AND SOFTWARE REQUIREMENTS

1. OPERATING SYSTEM : WINDOWS 7 AND ABOVE
2. PROCESSOR : PENTIUM(ANY) OR AMD ATHALON(3800+- 4200+ DUAL CORE)
3. MOTHERBOARD : 1.845 OR 915,995 FOR PENTIUM 0R MSI

K9MM-V VIA K8M800+8237R PLUS CHIPSET FOR AMD ATHALON

1. RAM : 512 MB+
2. Hard disk : SATA 40 GB OR ABOVE
3. CD/DVD r/w multi drive combo: (If back up required)
4. FLOPPY DRIVE 1.44 MB : (If Backup required)
5. MONITOR 14.1 or 15 -17 inch
6. Key board and mouse
7. Printer : required

#### SOFTWARE REQUIREMENTS:

* 1. Windows OS
  2. Python

.

# BIBLIOGRAPHY

##### Computer science With Python - Class XI By: Sumita Arora

1. ***Website:*** [**https://www.youtube.com**](https://www.youtube.com/)

***\*\*\****