**Step 1: Set Up Your Project**

1. Open Android Studio and create a new project.
2. Choose an empty activity template and Kotlin as the programming language.

**Step 2: Design Layout (Optional)**

Since this application doesn't require any user interface, you don't need to design any layout files.

**Step 3: Implement Background Service**

#### RingtoneService.kt

import android.app.Service

import android.content.Intent

import android.media.MediaPlayer

import android.os.IBinder

class RingtoneService : Service() {

private lateinit var mediaPlayer: MediaPlayer

override fun onBind(intent: Intent?): IBinder? {

return null

}

override fun onStartCommand(intent: Intent?, flags: Int, startId: Int): Int {

mediaPlayer = MediaPlayer.create(this, R.raw.your\_ringtone\_file) // Replace R.raw.your\_ringtone\_file with your audio file

mediaPlayer.isLooping = true

mediaPlayer.start()

return START\_STICKY

}

override fun onDestroy() {

mediaPlayer.stop()

mediaPlayer.release()

super.onDestroy()

}

}

**Step 4: Declare Service in the Manifest**

Open **AndroidManifest.xml** and add the service declaration inside the **<application>** tag:

<service

android:name=".RingtoneService"

android:enabled="true"

android:exported="false" />

Replace **your\_ringtone\_file** in the **RingtoneService.kt** file with the name of the audio file (without extension) that you want to play. Make sure to place the audio file in the **res/raw** directory of your project

### Step 5: Start the Service

You can start the service from your MainActivity or any other part of your application. Here's an example of how you can start the service:

import android.content.Intent

import androidx.appcompat.app.AppCompatActivity

import android.os.Bundle

class MainActivity : AppCompatActivity() {

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

val serviceIntent = Intent(this, RingtoneService::class.java)

startService(serviceIntent)

}}

### Step 6: Test Your Application