A Mini Project Synopsis on

MX Player

S.E. - I.T Engineering

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CERTIFICATE

This to certify that the Mini Project report on **MX Player** has been submitted by <u>Abhishek Shinde (20104007)</u>, <u>Dhananjay Phalke (20104120)</u>, <u>Aryan Sankholkar (20104010)</u>, <u>Aniruddha Sawant (20104011)</u> who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **<u>Information Technology</u>**, during the academic year **<u>2021-2022</u>** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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Introduction

In an era where the most of the population has succumbed to a work-from-home culture and virtual education because of a worldwide pandemic, music has proved to be a pleasurable escape for a lot of people. Be it stress from societal pressures, or the continued struggle to adjust to the new normal trends, music has been a constant for so many people looking to find some normalcy in their upturned life. Music has always been a means of entertaining people even from the earliest ages of the civilization. Historically it was produced by musicians and only available during life concerts. The technological evolution made it possible to save the music on vinyl plates, later electromagnetic charged stripes, CDs until the technology brought us to saving tracks digitally. When dealing with a huge collection of tracks, people encounter management problems they did not have before. So they have to develop new ways of using the music collection for their entertainment. Playlists are a good approach for saving successions of tracks that one likes. The music player allows a user to play various media file formats. It can be used to play audio as well as video files. The music player is a software project supporting all known media files and has the ability to play them with ease.

1.1. Purpose

- This is a source of uninterrupted music streaming allowing users to enjoy their preferred tunes to the fullest extent.

- The platform is targeted towards all music lovers across various age groups with supply of music that suits their respective preferences and liking.

1.2. Objective

- Let your users stream their favourite music by giving them access to hundreds of songs and albums online.

- This app enables ad-free streaming, audio-only background playback, playlists with music and downloading songs for offline streaming.

- The primary purpose of the music streaming application is to play music available in the databases of the service and compose custom playlists.

- To enable users to make use of the interface to download, stream music, create playlists and more

1.3. Scope

- In the current market, even though there may be numerous music playing platforms available to choose from, users find it difficult to find an Ad-Free platform.

- Our music player provides an Ad-Free platform for users to stream music un-interruptedly.

- Allows the user to download, create customized playlists and stream music online.

2.Problem Definition

The goal of this project is to analyse and implement and approach of building such a web-based music player the questions it has to find answers for our how should the user interaction be designed to maximise the user satisfaction? where to source the audio data from while ensuring a maximum coverage? and finally how to promote the application in order to attract as many users as possible?

The different implementation possibilities are evaluated and the best solution is implemented the logic behind the webpage music player compute a sequence of tracks based on their similarity.

3. Proposed System

- The application is a simple HTML file that you open in your browser.

- Each song is placed in an array, which represents our playlist

- Our playlist section also gives users the option to remove songs from the player or search for a particular track, album or artist.

3.1 Features and Functionality

The app provides the below listed functionalities:

i. SignUp and SignIn option.

ii. Play song, view detailed information of song.

iii. Search songs.

iv. Create new playlist.

v. Add/Remove songs to/from playlist.

vi. Add/Remove songs to/from favourites.

vii. Scroll through recently played/viewed songs.

viii. Multitasking

ix. song download

x. playback speed

xi. Interactive

xii. GUI

xiii. Supports various music formats including .mp3, WMA, WAV etc.

4.Project Outcomes

- In our project, sign up or sign in page is created with respective validations.

- The main home page pops up after signing in with respective Username and Password. This particular sign up and sign in details is being stored in our database.

- Users can create their customized playlists by clicking on add to playlists button(i).

- Users can even add their choice of songs to a exclusive favourites playlists.

- For interactive GUI, cover image is being added for every song as well as mp3 songs can be downloaded in our project by a single click of a button.

- Playback speed feature is provided for entertainment purposes.

5. Software Requirements

Software Requirements.

• Operating System: - Mac OS X and above, Windows 7 and above.

• Language: - Python, HTML and CSS.

• Database:- SQLite Server

• Software Development Kit: - Python 3.9.7 or above.

Hardware Requirements.

• Ram: - 200 Mb and above

• Hard Disk: - 20GB

• Processor: - Intel i3 and above / M1 and above
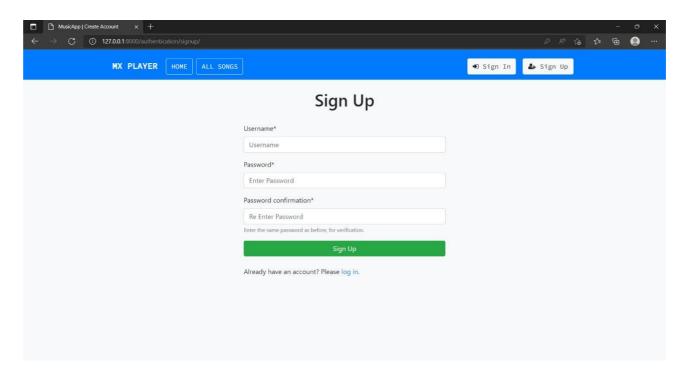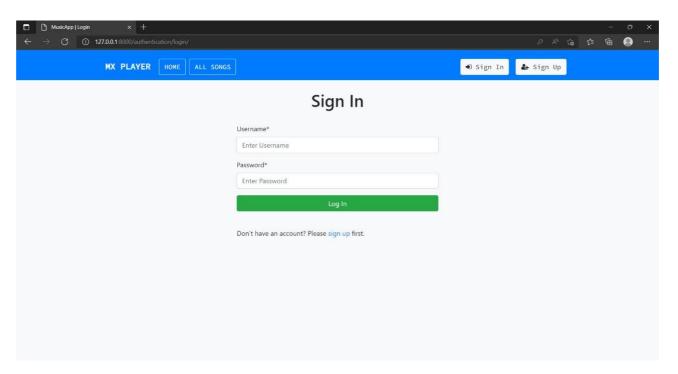
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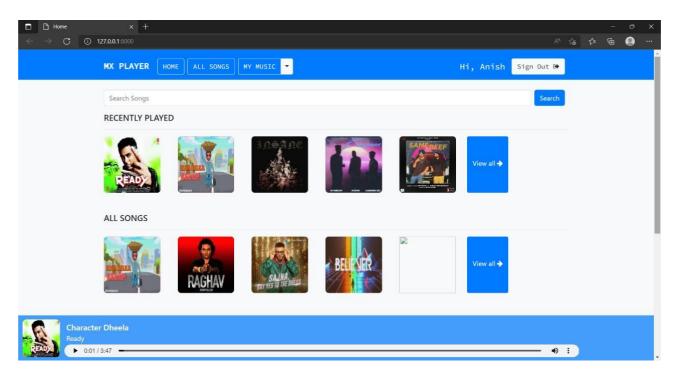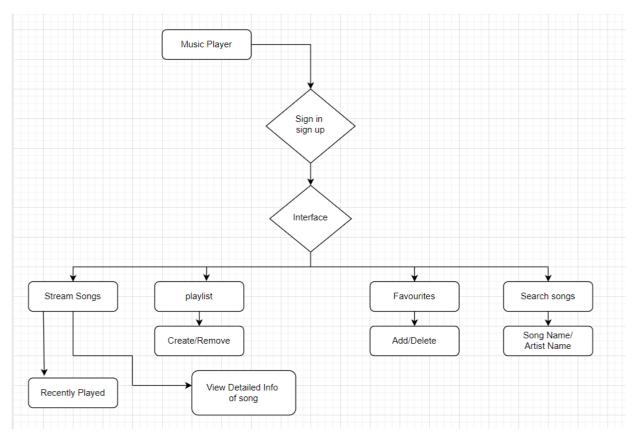

Fig1. SignUp Page

Fig2. SignIn Page

Fig3. Main Interface

Block Diagram:-

7. Project Scheduling Template

Abhishek Shinde Dhananjay Phalke Aryan Sankholkar Aniruddha Sawant	1st week of January	**Implementing 1st module/ functionality** Designing the main page user will login with password and will enter to the main menu
	2nd week of January	**Main menu** /This will consist of the main page where user will have to select the following options: • Login • Sign Up
	3rd week of January	**Implementing 2nd module/ functionality** (designing next page/ functionality): Here the users can access all the Facilities • Add songs to Favourites • Create Playlists • Download Songs
	By end of March month	**Implementing 3rd module/ functionality** (Guest page/ functionality):Users will get a glimpse of the system • Ad-free Music • Personalised Playlists

8.Conclusion

The Web-Based Music Player is used to automate and give a better music player experience for the end user. The application solves the basic needs of music listeners without troubling them as existing applications do: it uses technology to increase the interaction of the system with the user in many ways. The goal of this this is what is to implement a user-friendly where is simple to use online music player the process of deciding which the ground rules of the implementation are to perceive the main rule of creating an easy to use music player and in browser implementation has been chosen but they couldn't live without a server implementing some services the client application couldn't handle by itself along the services the most important was to generate playlist for the music player based on the track similarity analysis the UI was the next thing to debate and how to design and you are that is both very simple and intuitive but also powerful enough to provide an enough information to the service when asking for playlist and also to be able to record the users action for future evaluation The goal of building a simple skeleton application for providing an online music player has been achieved. The application is a good playground for further developments or innovations especially in the algorithmic part.

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