Based on the shake detection code develop the app that stores at least three songs and upon shaking the app play the next song on the list.

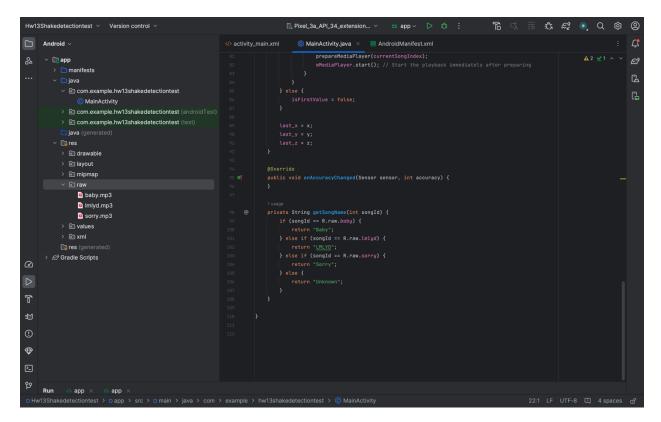
Mainactivity.java: A 'TextView' is added to the shaking detecting music player app's revised 'MainActivity' class to display the name of the currently playing song. The 'prepareMediaPlayer' method now updates this 'TextView' with the song's name using the 'getSongName' method, in addition to setting up song playback. This approach connects the song's resource ID to its title, improving user experience by visually identifying which song is playing, which is especially important when songs change due to device shaking.

NOTE: I also added the name to which song is playing by using getsongname

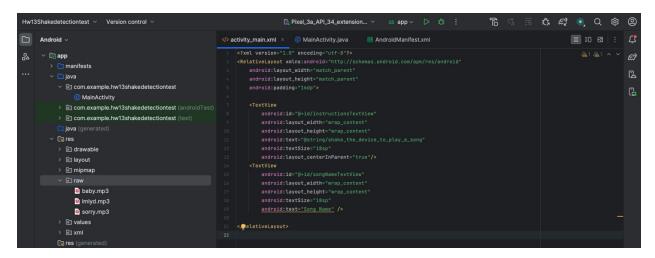
```
package com.example.hw13shakedetectiontest;
           manifests
              com.example.hw13shakedetectiontest
                                                                         public class MainActivity extends Activity implements SensorEventListener {
              com.example.hw13shakedetectiontest (al
                                                                                 private SensorManager mSensorManager;
              iava (generated)
              drawable
              mipmap
                                                                                  private float last_x = 0, last_y = 0, last_z = 0;
             c xml
                                                                                  private TextView songNameTextView; // TextView to display the song name
Ø
                                                                                   protected void onCreate(Bundle savedInstanceState) {
                                                                                       super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
T
                                                                                       mSensorHanager = (SensorManager) getSystemService(SENSOR_SERVICE);
mAccelerometer = mSensorManager.getDefaultSensor(Sensor.TYPE_ACCELEROMETER);
₩
```

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Hw13Shakedetectiontest Version control
Android ~
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8
                                                                                                                                                                                                                                                                                                                  ß
                                                                                                                                  float deltaX = Math.abs(last_x - x);
float deltaY = Math.abs(last_y - y);
float deltaZ = Math.abs(last_z - z);
                 > @ com.example.hw13shakedetectiontest (test)
                                                                                                                                   float shakeThreshold = 2.5f; // Adjust this threshold based on your needs
if (deltaX > shakeThreshold || deltaY > shakeThreshold || deltaZ > shakeThreshold) {
                  > 🖻 layout
               > 🖻 mipmap
                                                                                                                                              ir (amedia-rayer : mut() {
    currentSongIndex = (currentSongIndex + 1) % songIds.length;
    Log.d( imp "Media-Player", imp "Preparing next song index: " + currentSongIndex);
    prepareMedia-Player(currentSongIndex);
    aMedia-Player.start(); // Start the playback inmediately after preparing
                          a baby.mp3
                          Imlyd.mp3
                         sorry.mp3
                 > 🖻 values
                  > 🗟 xml
                 res (generated
           > @ Gradle Scripts
T
                                                                                                                          public void onAccuracyChanged(Sensor sensor, int accuracy) {
₩
                                                                                                                          private String getSongName(int songId) {
   if (songId == R.raw.baby) {
      return "Baby";
   }
}
```

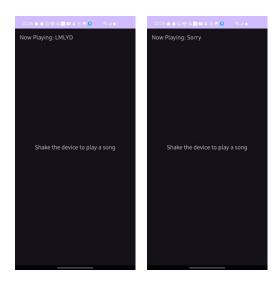


Activity\_main.xml: This Android app's XML layout has a 'RelativeLayout' with two 'TextView' widgets. The first 'TextView' 'instructionsTextView' is in the center of the parent layout and displays instructions to shake the device to play a song. The second 'TextView' 'songNameTextView', by default positioned in the upper left corner, is meant to display the name of the currently playing song, with its initial text set to "Song Name." The layout is intended to be simple, with a focus on delivering user instructions and displaying the title of the current music.



Android manifest.xml: The '<uses-feature>' element in the Android manifest file says that the app requires the device's accelerometer sensor, which is required for the shaking detection capability. The app assures that it will only be available on smartphones that have an accelerometer by setting 'android:requiredFeature="true"'. The '<uses-permission>' tag demands that the app be granted permission to access the Internet, which may be required for functions like as streaming music or accessing online resources.

Below are the screenshots of the app after each shake the next song is playing I did this on my android phone but we can also do this in emulator using the visual sensors and select the option move and drag the slider so the device will recogsed as the shake.



SS of 1<sup>st</sup> song.

SS of 2<sup>nd</sup> song



SS of 3<sup>rd</sup> song