Playable

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Submission date: 06-Jul-2021 11:38AM (UTC+0530)
Submission ID: 1616269368
File name: S038_B_LAKSHMI_KEERTHI_PLAG_CHECK_-_Lakshmi_Keerthi_Balugari.pdf (1.14M)
Word count: 3222
Character count: 15277

PLAYABLE

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SECTION-A

TOPIC- PLAYABLE

CHAPTER 1

INTRODUCTION

1.1 PROBLEM DEFINITION

Nothing can Occupy the place of **MUSIC** in this world . My Project mainly deals about music audio playing through inernet so by this way the users can easily play the music the want with help of internet.So this way the user can save a lot of memory on downloading the music.It manages all the information about Music,Track song,User details.so there by we can listen the music in any where and any place it also provides a good sound base for user.Few of the advantages are The user no need to download and waste their memory space.

1.2 OBJECTIVE

1. The user no need to download and waste their memory space.
2. Easy and convenient to handel the user interface.
3. The user can save the songs to the play lists they wished for.
4. The songs are been set with an appropriate genre.
5. Eventually the user can login or log out easily.

1.3 EXPECTED OUTCOME

1. Firstly it is mainly divided into 3 main parts.a)login part, b)Signup part c)Music playing page part.
2. In Signup part if the user is new he can register him/her for being an user in the Playable.
3. In the login part the if the user is already existing then he/she can enter the credentials, after the correct validation of the credentials he/she can enter the Music playing page.
4. When the user is taken to the music page it is then sub divided into the few parts like albums,playlist,artists etc.
5. By this the user can go or select the song for listening.
6. A search bar is also placed for searching the song which will help user for getting the songs quickly.

CHAPTER 2

WEB FRAMEWORK

2.1 INTRODUCTION

A web framework is a software tool that provides a way to build and run web applications. It helps frontend and backend by being the mediator. With this user can create any website. Now it became very easy to make website. In front end we can use html pages to get input from user and css to do styles to make effective website. There are two types of web frame:
There are two main functions of frameworks: to work on the *server side (*backend*)*, or on the *client-side (*frontend*)*, corresponding to their type.
Server side framework:
This will allow users to create simple web pages. For example dijango, ruby, flask,seaside. A server- side framework deals with backend. It can be used for security purpose. It can be used for database access and file storage, and for message queuing, and any other logic or process that may need to be on the server.
Client side framework:
In this client side framework users can write their code and can create their own website. A client side framework deals with frontend concerns: Showing controls, rendering, accepting and routing input, playing sound or video. For example angular, amber.js.

2.2 WORLD WIDE WEB

It is also known as web. It is a collection of web pages and website stored in the web servers and it helps to local computer through internet. These Web applications fall on the spectrum from the executing a single use case to providing every known web applications feature to every developer.
Few frameworks take the batteries-included approach where everything which is possible comes bundled with the applications while others have a minimal core package that is amenable to extensions provided by many other packages.

There are some other webs frameworks such as Flask and Pyramid are easier to use with non-relational databases by incorporating external Python libraries. There is spectrum between the minimal functionality with the easy extensibility on one end and including the everything in the framework with tight integration on the other end.

The beginners just want to work on a web application as a learning project then a framework can help you understand the concepts listed above, such as URL routing, data manipulation and authentication that are more common to the majority of the web framework applications.

And if you are experienced programmer with significant web applications the experience you may feel like the existing frameworks do not match your project's requirements. You can mix and match open source libraries such as a Werkzeug for WSGI plumbing

with your own code to create your own framework. There is still plenty of room in the Python ecosystem for new frameworks to satisfy the needs of web developers that are unmet by Flask, Django, Bottle, Pyramid and many others.

We can also use web framework to build a web application depends on your experience and also what your trying to accomplish. By using a web framework to build a web applications certainly is not required, but it will make most developer's lives easier in many cases.

Resources of web framework:-

The building your own Python web applications is an awesome way to learn how the WSGI works and many other pieces that combines to make web frameworks using to web developers.

The requests per second examines how the traditionally we use web framework Flask compares to and a sync frame applications like Sanic in and the artificial, simple benchmark.

When we are learning how to use one or more web frameworks it's helpful to have an idea of what the code under the covers is doing. Also the post is awesome even though the resulting framework is a simplification of what frameworks such as Flask, Django, and Pyramid allow developers to accomplish.

There is another, more recent multi-part tutorial about the building you are own web framework in Python. The series is based on the alcazar project the author is coding for learning purpose:-

1. Handling requests.
2. Routes, class-Based handlers and unit testing.
3. Exception Handling, Static Files and middleware

2.3 Web Browser

Basically a web browser is an application that is used to access and view the websites. Common web browsers include Microsoft Edge, Mozilla Firefox, Apple Safari and Internet Explorer.

Primary function of a web browser is to render HTML, the code that is used to design web pages.

The web browsers are basically used on many devices, including desktops, laptops, tablets, and smart phones.

OPERATIONS OF WWW:

Nowadays this web application involves many specialists, but it takes many people in web ops to ensure that everything will work together throughout an applications lifetime. Specialists have emerged that understand the complexities of running a web application. Previously IT operations teams exist, such as the network operation center and Database Administration function.

2.5 WEB 2.0

This website allows users to collaborate, interact with people, with the help of social media dialogue as creators of user generated content in virtual community. Now contrast the first generation of web 1.0 version of websites where people were limited to the viewing content in the passive manner.

Web 2.0 features include most of social networking sites for example Facebook, blogs, wikis, folksonomies video sharing sites, hosted services, web applications, collaborative consumption platforms, and mash-up applications.

The original version of the web was a collaborative medium, a place where we all meet and read and write. The term semantic web was given by Berners-Lee to a web of content where the meaning can be processed by machines.

2.6 HTML:

Hyper Text markup language for documents designed to be displayed in web browser. It can be assisted by technologies such as cascading style sheets and scripting languages such as JavaScript. All the tags in html has inbuilt tags. We cannot create new tags in the html.

The web browsers receive HTML documents from a web server and render the documents into multimedia web applications, HTML describes the structure of a web applications semantically and originally included cues for the appearance of the document. The HTML elements are the building blocks of HTML pages. The HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. The HTML provides a means to create structured documents by denoting structural semantics for text such as heading, paragraph, lists, links, quotes andother items. HTML the elements are delineated by tags, written using angle brackets.

Tags such as <img/>, <input/> directly introduce content into the page. <p> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HMTL tags, but the use them to interpret the content of page.

It can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The www (world web wide) consortium, former maintainer of the CSS standards, has encouraged the use of CSS over explicit presentation of HTML.

2.7 HTML TAGS:

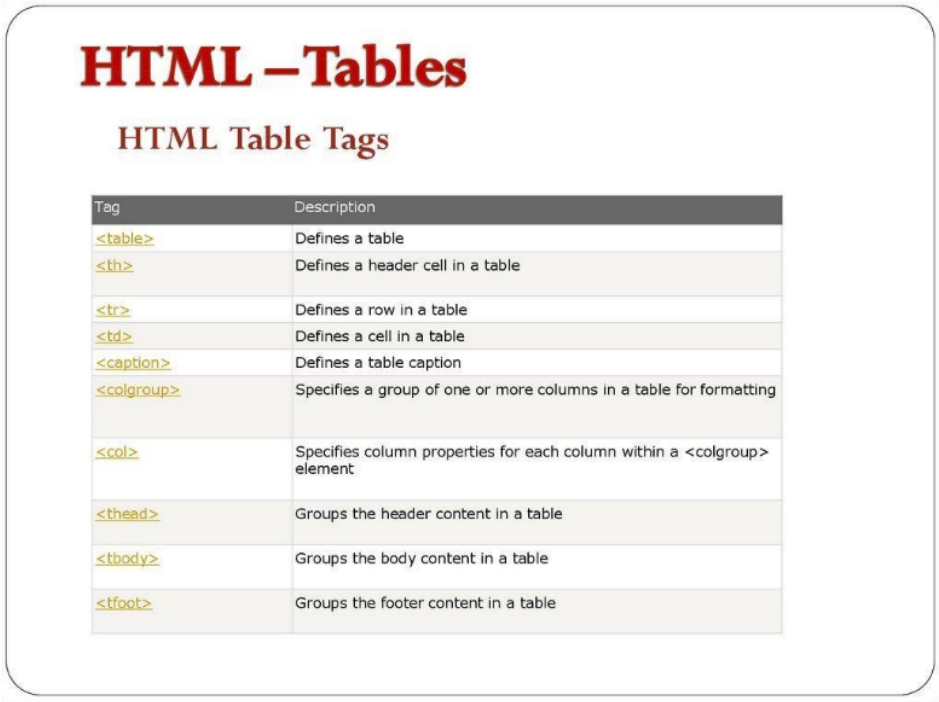
HTML tags describe the structure of pages. With the help of tags, a web browser can distinguish between HTML content. They are like keywords which define that how web browser will format and display the content. This tag contain three main parts: opening tag, closing tag and content. But some tags in HTML tags are unclosed tags.

When a web browser reads an HTML document, browser reads it from top to bottom and left to right. HTML tags are used to create HTML documents and render their properties. Each HTML tags have different properties.

An HTML file must have some essential tags so that web browser can differentiate between a HTML text and simple text. We can use as many tags we want as per our code requirement.

All HTML tags must enclosed be within < > these brackets.

Every tag in HTML performs different tasks.



HTML – Tables

HTML Table Tags

Tag	Description
<table>	Defines a table
<th>	Defines a header cell in a table
<tr>	Defines a row in a table
<td>	Defines a cell in a table
<caption>	Defines a table caption
<colgroup>	Specifies a group of one or more columns in a table for formatting
<col>	Specifies column properties for each column within a <colgroup> element
<thead>	Groups the header content in a table
<tbody>	Groups the body content in a table
<tfoot>	Groups the footer content in a table

Figure2.7. Html tags

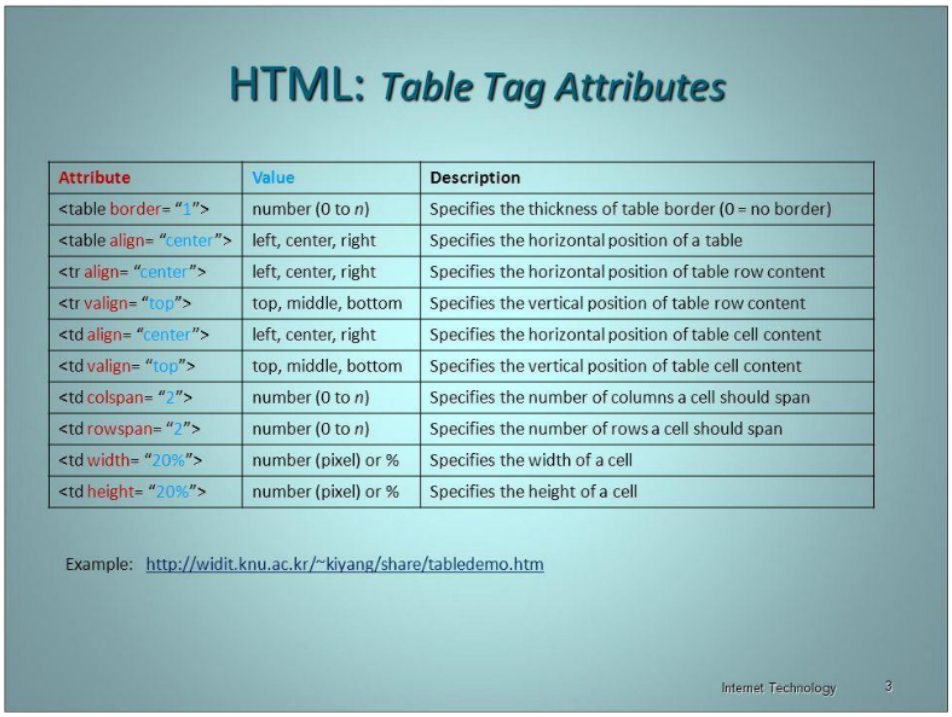


Figure2.7.1 Html attributes

2.8 XHTML:

The XHTML stands for Extensible Hyper Text Mark-up language. XHTML is almost identical to HTML but it is stricter than HTML. It is a cross between HTML and XML language. XHTML is HTML defined as an XML application. It is supported by all major browsers.

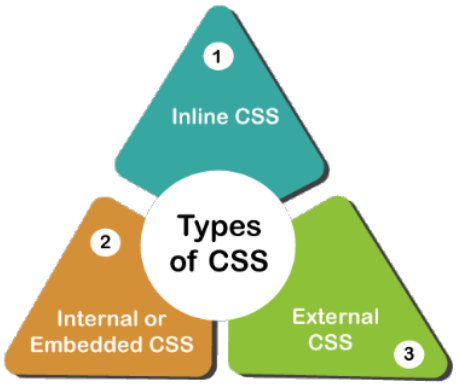
The HTML is mainly used to create web pages but we can see that many pages on the internet contain "bad" HTML (not follow the HTML rule).

This HTML code works fine in most browsers (even if it does not follow the HTML rules).HTML is introduced to combine the strengths of HTML and XML. The XHTML IS HTML redesigned as XML. It helps you to create better formatted code on your site. XHTML doesn't facilitate you to make badly formed code to be XHTML compatible.

Unlike the HTML (where simple errors like missing out a closing tag are ignored by the browser), XHTML code must be exactly how it is specified to be.

2.9 CSS:

The CSS is the language we use to style an HTML document. The CSS describes how HTML elements should be displayed. The CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript. Cascading Style Sheets is style sheet language used for describing the presentation of a document which is written in Mark- up language such as HTML. The CSS is a cornerstone technology of the World Wide Web,alongside HTML and JavaScript.



2.10 JAVASCRIPT:

JavaScript which also calls in short JS is a programming language that conforms to ECMA script specification. JS is high-level, often just-in-time compiled and multi-paradigm. Along with HTML and CSS JavaScript is one of the core technologies of the World Wide Web. Almost all websites use it client-side for web page behaviour.

CHAPTER 3

REQUIREMENT SPECIFICATIONS

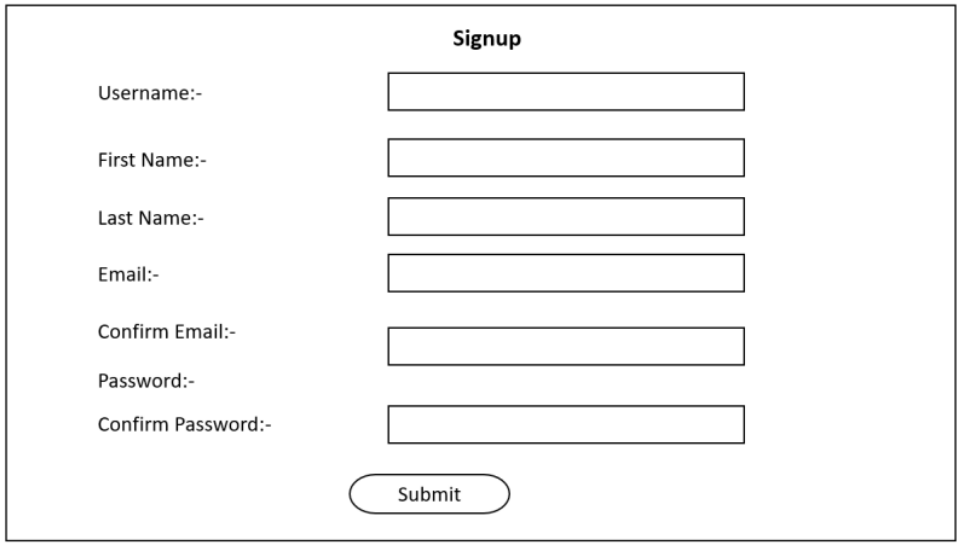
3.1 SOFTWARE REQUIREMENT:

- Front end: HTML ,CSS, JavaScript
- Back end: PHP, MYSQL
- XAMPP server
- Sublime Text Editior

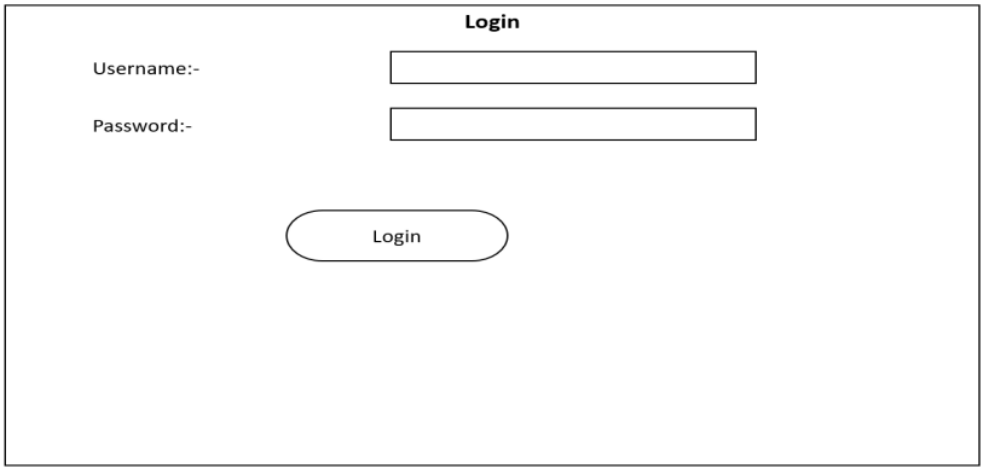
3.2 HARDWARE REQUIREMENT:

- Memory- 8GB RAM
- Processor: Intel core i5 generation

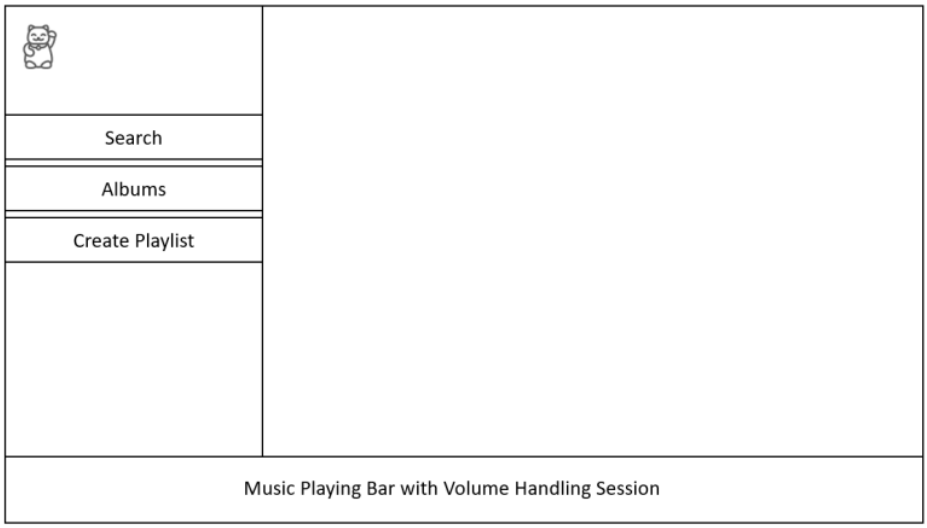
3.3 WEBSITE STRUCTURE DIAGRAM



3.1 SignUp Page
Displays the SignUp form.If the user is new he/she should enter the vaild credentials for entering into the main Page.



3.2 Login page
Displays the Login form.If the user is new he/she should enter the vaild credentials for entering into the main Page.

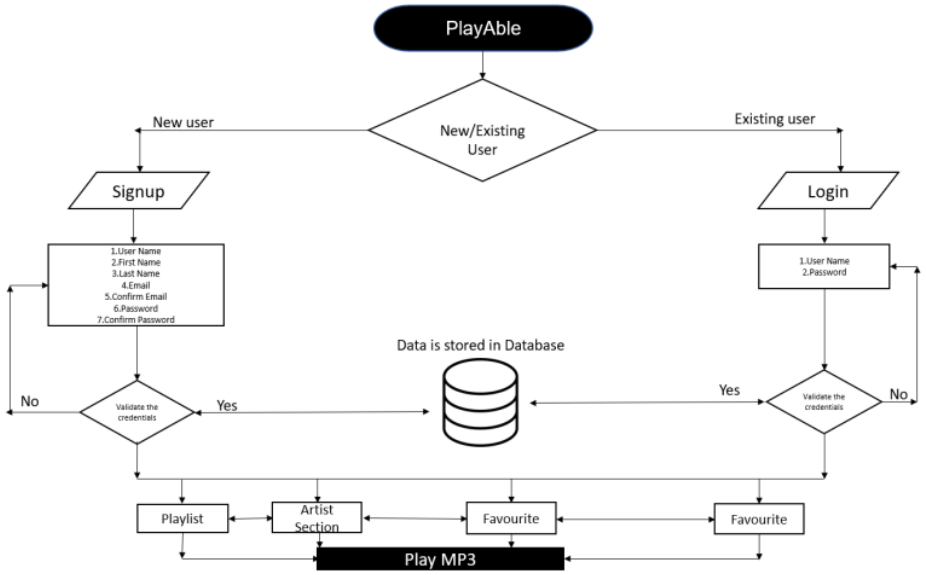


3.3 Main Music Page
Displays the main page where the user can play the songs and its further divided into Albums,Playlist,Artists.

CHAPTER 4

DESIGN GOAL

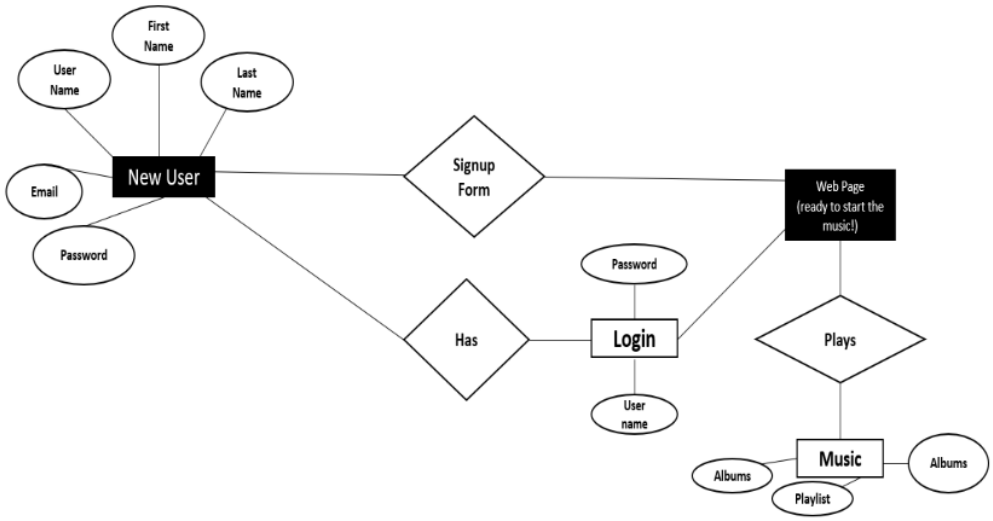
FLOWCHART:-



4.1 Flow Chart of PlayAble

Fisrt the user needs to create the account and then after successful completion of the account then he/she we will directed to main music page there the user can go to the album,search bar,create playlist ,artist session respectively.

ER Diagram:-



4.2 ER Diagram for Playable

Fisrt the user needs to create the account and then after successful completion of the account then he/she we will directed to main music page there the user can go to the album,search bar,create playlist ,artist session respectively.All the end the data will be stores in the database(PhPmyadmin) i.e user details,songs,plalist details etc.

CHAPTER 5

IMPLEMENTATION

5.1 MODULE FUNCTIONALITY 1:-

This module contains home pages, which is also a starting page of the project. This contains a buttons which go to next page. It contains about Login form entry,signup form entry.so the user is new to the page he /she can go to the signup and if the user is all ready existing he/she can go to the signup page. User registration Search for all their favorite artists, albums and songs in real time! Create and customize their own playlists .Control the music with all the usual controls such as play, pause, skip, previous, shuffle, repeat etc.

5.2 MODULE FUNCTIONALITY 2:-

This module contains Login Option if the user is all ready existed then he/she can enter User name and passcode for entering into the Music playing option.If the username and passcodes are valied then the the person can go into the Main Music session to play the music his/her choice.He/she can also adjest the volume.

5.3 MODULE FUNCTIONALITY 3:-

This module contains the about signup option if the user is new he/she can enter the credentials like username,first name,last name,email,passcode ect. There are two more sessions where like re-enter email and re-enter passwords , so here if the given mail ids or passwords are same in as the emails and passwords then it will request the user to re-enter them by poping up a notification to rechange it in a vaild.wayThis allows the user to have an user account .

5.4 MODULE FUNCTIONALITY 4:-

This module contains mainly about the albums playing the songs that are arranged in the albums so by this way the use can easily select the song for their choice.

5.5 MODULE FUNCTIONALITY 5

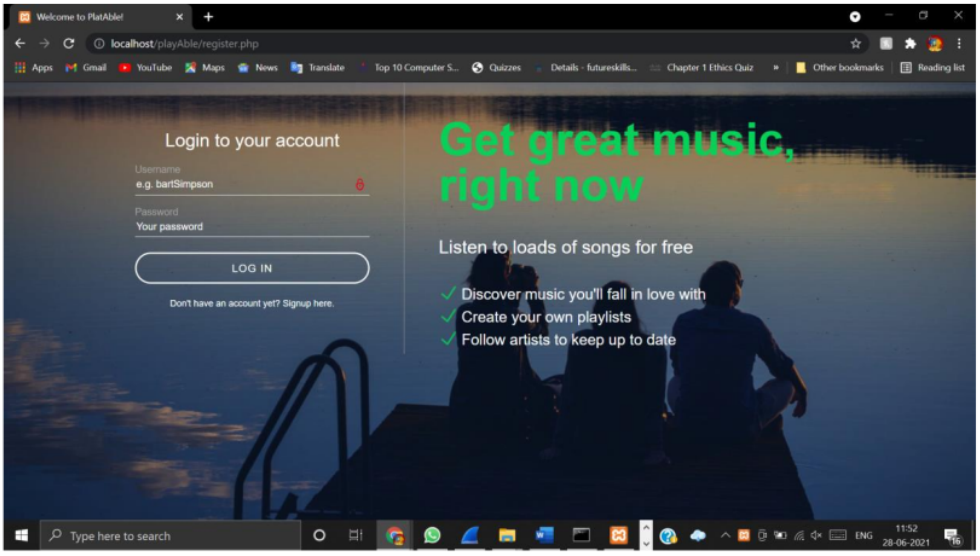
This module contains the searching about the artist so that the user choose their own favorite artist to play their music listening.

5.6 MODULE FUNCTIONALITY 6:

If the user wants to change the the details He/She can go to the pofile session and change the cretentials over there eventually is the user wants to logout the web page then he/she can logout easily.

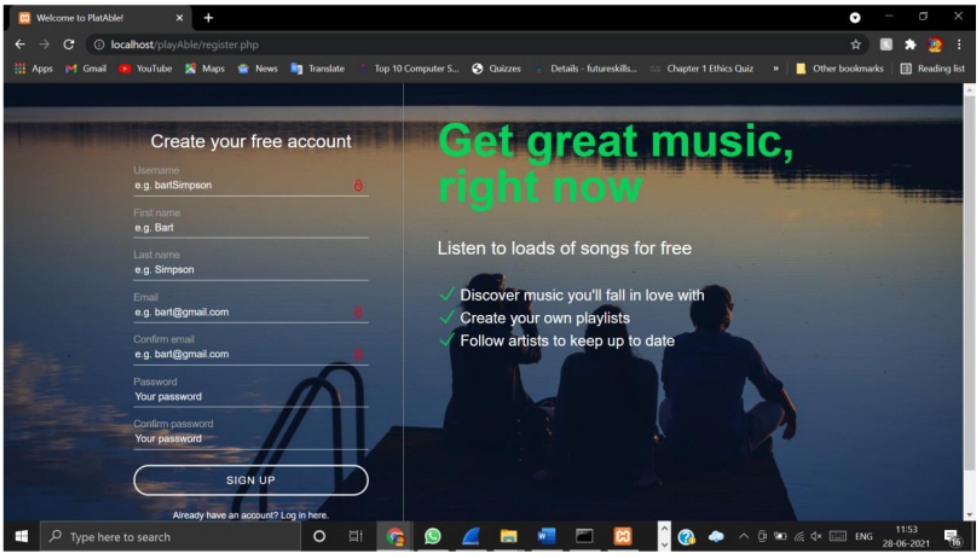
CHAPTER 6

RESULT



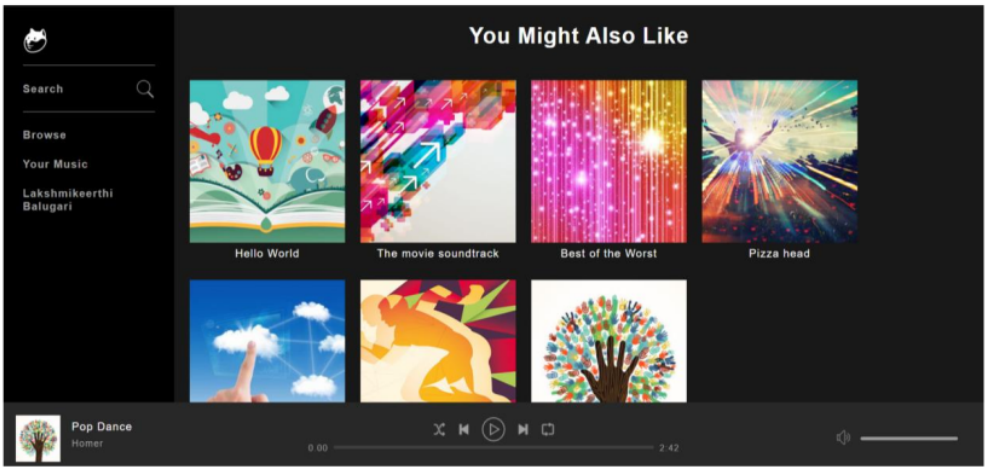
6.1Login Page

The user can login here to enter the main page.If its incorrect then he/she can get a pop up message that to verify the valid credencials.



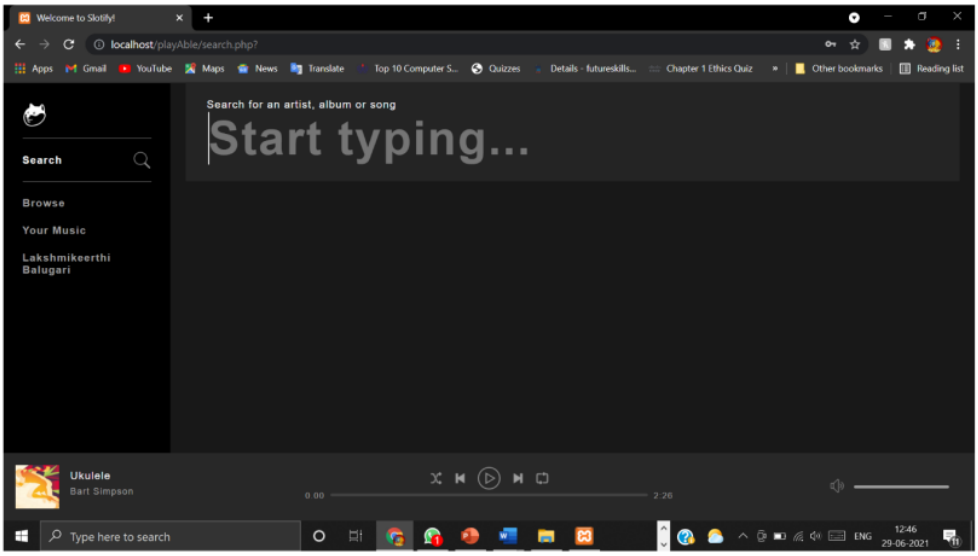
6.2 Signup

The user can signup here to enter the main page.If its incorrect then he/she can get a pop up message that to verify the valid credencials.



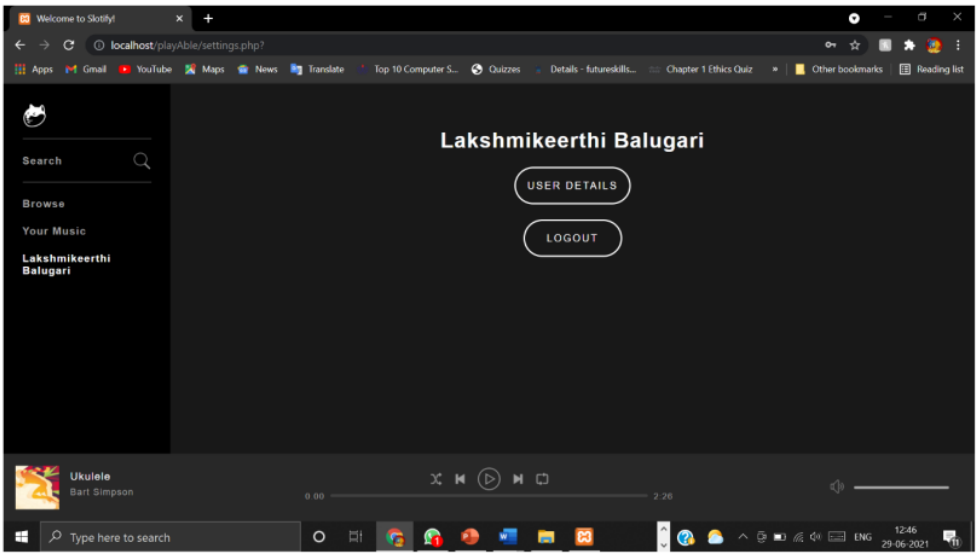
6.3 Music Playing Option

Displays the main Song page where the User can play the songs trough Albums,can create playlists,Evntually search fo rthe songs where he/she wants to listen.



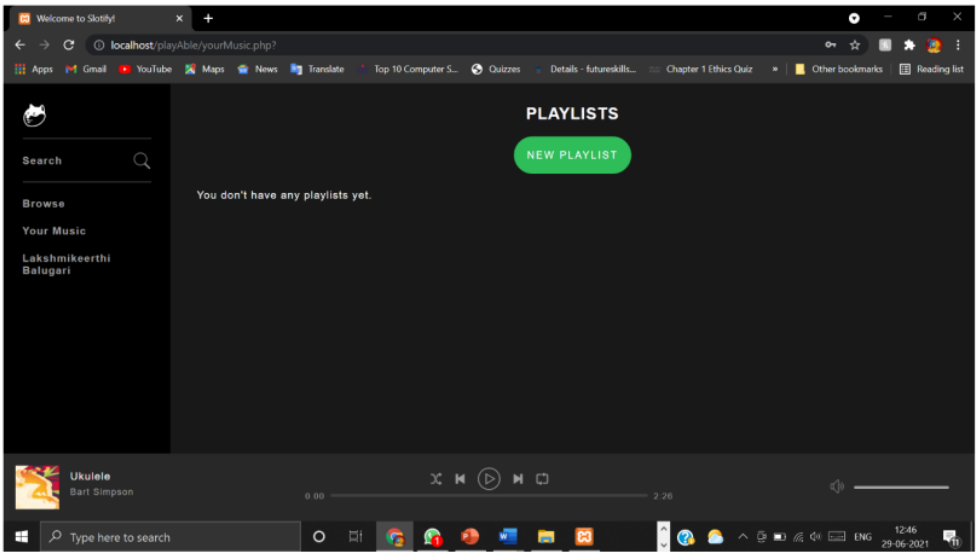
6.4 Search Option for palying songs

The User can search for the songs for a quick playing.



6.5Profile Page

If the user wants to modify their datails the they can go the “User details” and change their credentials evntually he/she can logout whenever they want.



6.6 Create Playlist Option

If the user wants to make his/her own songs list then they can create their own Playlist add their own songs.

CHAPTER 7

CONCLUSION

Nothing can Occupy the place of **MUSIC** in this world . My Project mainly deals about music audio playing through inernet so by this way the users can easily play the music the want with help of internet.So this way the user can save a lot of memory on downloading the music.It manages all the information about Music,Track song,User details.so there by we can listen the music in any where and any place it also provides a good sound base for user.Few of the advantages are The user no need to download and waste their memory space.Easy and convenient to handel the user interface.The user can save the songs to the play lists they wished for.The songs are been set with an appropriate genre.Eventually the user can login or log out easily. If the user is new to the web site he/she can go Signup option.If the User is already been verified then he/she can login.this project also provides the repeat, shuffle options etc. The user can easily pause or play the music. Moreover volume handling is also done quickly it displays the length of the song through minutes and also shows user at which minute the song is exactly playing presently. If the user wants to have the song to the playlist he/she can can join them(song) to the list they wished for eventually they can also remove them easily, it also provides search bar to search songs. Logout option is also provided to the user.

RESULT

Html: - https://www.w3schools.com/html/
PHP: - https://www.codecademy.com/catalog/language/php
MySQL:- https://www.w3schools.com/php/php_mysql_intro.asp
JavaScript:- https://youtu.be/PlbupGCBV6w Channel-Telusko.

Books:
1.A Smarter Way to Learn JavaScript: The new tech-assisted approach that requires half the effort.
Author – Mark Myers
Latest Edition – 1st Edition
Publisher – CreateSpace Independent Publishing Platform
2. Eloquent JavaScript: A Modern Introduction to Programming

Author – Marjin Haverbeke
Latest Edition – 3rd Edition
Publisher – No Starch Press

Playable

ORIGINALITY REPORT

7%	%	7%	%
SIMILARITY INDEX	INTERNET SOURCES	PUBLICATIONS	STUDENT PAPERS

PRIMARY SOURCES

1	Khondoker Aminuzzaman, Md. Junayed Miah, Md. Anisur Rahman, Mohammad Monirujjaman Khan. "Development of Online Home Sharing Web Application", 2021 IEEE 11th Annual Computing and Communication Workshop and Conference (CCWC), 2021 Publication	3%
2	N Gayathri, A R Divagaran, C D Akhilesh, V M Aswiin, N Charan. "IOT Based Smart Waste Management System", 2021 7th International Conference on Advanced Computing and Communication Systems (ICACCS), 2021 Publication	1%
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5	Paritosh Tripathi, Vineet Kumar Singh, Muneesh Chandra Trivedi. "Smart vehicle management using cost effective approach", Materials Today: Proceedings, 2021 Publication	<1%
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