

**MUSIC PLAYER**

**(Mini Project Report-Web Technology Lab)**

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**MCA 2nd Semester**

**Lab Batch-2**

**Certificate**

This is to certify that students of MCA (Department of Data Science and Computer Application) Kinnari (220970081), Shashikantha (220970074),

Nayanathara (220970061), and Anusha (220970083) have successfully completed and executed a mini project titled “Music Player” rightly bringing forth the competencies and skills sets they have gained during the course Web Technology Lab, thereby resulting in the culmination of this project.

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Thanking You,

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**Chapter-1**

**1.1 Introduction:**

Today, everyone listens to music on their mobile devices; be it on the bus, while commuting to work, or while working out. However, the way people access their favourite songs has completely changed over the past few years. Thanks to streaming services such as Spotify, Pandora and others, listening to music is no longer about owning your favourite tracks on CD or buying them from an online store. Today you can stream virtually any song at any time just by signing up for one of these applications. Any music listener who likes to listen to different songs every day or someone who uses music as a way of relaxing after a long day at work, having a music player application can make your life much easier.

**1.2Objective:**

The main objective of the online music portal is to manage the details of music, artist, album etc. It manages all information about music, track, artist etc.

The purpose of the project is to build an application program to reduce the manual

work of managing the music, artist, track, album.

In this project we used HTML, CSS and JavaScript as front end. PHP is used

as middle tier and MySQL is used as back end.

Using these tools, we are creating a website for music where user can login

to listen songs, he/she can add the songs to playlist and also, they can remove

songs from playlist. If user wants premium version he should pay for that song

using any online payment option.

**1.3 Roles:**

* Front-end: Laikhuram Shashikanta Singh, Nayanathara C.P
* Back-end: Kinnari Gohil, Anusha

**1.4Tools and technology:**

**Front-end:** CSS, JavaScript, HTML

**Middle-tier:** PHP

**Back-end:** MySQL

**1.5Modules:**

* Login module
* Language
* Artist
* Songs
* Playlist
* Payment

**Chapter-2. Software Requirement Analysis**

The software requirements are description of features and functionalities of the target system. Requirements convey the expectations of users from the software product. The requirements can be obvious or hidden, known or unknown, expected or unexpected from client’s point of view.

**2.1 Introduction**

**2.1.1 Purpose**

The Title of our Website is ***Music Player***. Main aim of this project is to listen music of different languages and different artist. User can listen to music anywhere and anytime and has the ability to play them with ease.

**2.1.2 Product Scope**

The music player allows a user to search music and artist name. It can be used to play music. Supports quick search. The main scope of this project is to

**2.2 Overall Description**

**2.2.1 Product Perspective**

The Login Module helps to login to the website by correctly providing their login credentials (Learner id And Password) to get in to the website. The Registration module helps user if they are interested to listen music they can register to this website. The Home page contain different artist and also user can choose different languages and also it has the option to listen instrumental music. If user is no longer interested then he/she can logout.

**2.2.2 Product Functions**

• Complete details can be Stored and Retrieved.

• The website has a user-friendly interface, which is convenient to use.

**2.2.3 Operating Environment**

The web application is developed to work on any operating system but not limited to windows, which has access to a web server including but not limited to Microsoft Edge, Google Chrome. The Web Application is completely responsive, so that it can be read on laptop, tablet. Since it is self-contained, there is no need for any other software to be installed.

**2.2.4 Functional Requirements**

* Login: The Login Module helps to login to the website by correctly providing their login credentials (Username and Password) to get in to the website.
* Signup: The Signup Module Helps User to register to this website if they are interested to listen music.
* Home page: The Home page contains the basic information of Artist, Languages, and other details.
* Search page: In this page user can search music of different languages and instrumental music
* Premium Page: If user needs to download then to listen offline song user

Can try premium plan

* Logout: The user can logout if he/she is not interested.

**Chapter-3:**

**3.1 ER-diagram**

1

n

selects

Artist

added to

plays

Songs

has

has

Language

User

1

1

n

n

n

1

1

n

includes

n

n

Playlist

Instrument songs

**3.2: Use case diagram:**

includes

includes

includes

**System**

includes

**User**

includes

**3.3: Database tables:**

**User table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| uid | Varchar | Primary key |
| Email | Varchar | Not null |
| Password | Varchar | Not null |

**Language table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| lang\_id | Integer | Not null |
| lang\_name | Varchar | Not null |

**Artist table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| artist\_id | Integer | Primary key |
| artist\_name | Varchar | Not null |
| lang\_id | Integer | Not null |

**Playlist table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| uid | Varchar | Foreign key |
| song\_name | Varchar | Not null |
| artist\_id | Integer | Foreign key |
| loc | Varchar | Not null |

**Instrument table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| ins\_id | Integer | Primary key |
| ins\_name | Varchar | Not null |
| ins\_loc | Varchar | Not null |

**Payment table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| Id | Integer | Primary key |
| Order\_id | Varchar | Not null |
| Razorpay\_payment\_id | Varchar | Not null |
| status | Varchar | Not null |
| email | Varchar | Not null |
| price | Integer | Not null |

**Songs table:**

|  |  |  |
| --- | --- | --- |
| **Column name** | **Data type** | **Constraints** |
| Song\_id | Integer | Not null |
| Song\_name | Varchar | Not null |
| Artist\_id | Integer | Not null |
| Lang\_id | Integer | Not null |
| loc | Varchar | Not null |

**3.4 Schema diagram:**

|  |
| --- |
| Uid |
| Email |
| password |

|  |
| --- |
| Uid |
| Song\_name |
| Artist\_id |
| loc |

|  |
| --- |
| Artist\_id |
| Artist\_name |
| Lang\_id |

|  |
| --- |
| Song\_id |
| Song\_name |
| Artist\_id |
| Lang\_id |
| loc |

|  |
| --- |
| Lang\_id |
| Lang\_name |

|  |
| --- |
| Id |
| Order\_id |
| Razorpay\_payment\_id |
| status |
| email |
| price |

|  |
| --- |
| ins\_id |
| ins\_name |
| ins\_loc |

**3.5 Development Approach:** A Top-Down Approach is followed to develop the website. The Top-Down Approach where we first started developing user interface and then we stepped into backend database and started coding. The problem statement is broken down into various modules and they are individually implemented.

**3.6 Process model:** The waterfall methodology is an approach used by software and product development teams manage projects. The methodology separates the different parts of the project into phases specifying the necessary activities and steps. This model has five phases: Requirements analysis and specification, design, implementation, and unit testing, integration and system testing, and operation and maintenance.

**Chapter-4. Conclusion**

**4.1 Conclusion:**

Through the development of music player on Web, we get a clear understanding of overall process of the system. The core part of the music player is mainly composed of main interface, file browsing and song listing the development of the music player has had the preliminary scale small features. Music player system realized the basic function of player: play, pause, adjustment is performed through the website Itself, play mode, song search, this development implicated the popular mobile terminal development technology. The system realized the music player programming.

**4.2 Learning Curve:**

This project has been a very good experience for all of us. We have introduced a website that help the students and faculty of our organization to actively participate in the events. We came across technologies that were beyond the scope of our curriculum while developing the application. This provided us with an opportunity to learn something new. The documentation process also taught us about the various software engineering standards and formats.

**4.3 Future Work:**

• We can build a responsive web page in future, for various devices.

• We can provide live updates of events that are ongoing.

• We can add Song available offline.

**Chapter -5**

**5.1 References**

* W3Schools (<https://www.w3schools.com>)
* GitHub (https://github.com)