

# DATA STRUCTURES LAB(CI371)

#### **MINI PROJECT**

#### **XBEAT MUSIC PLAYER**

#### **SUBMITTED TO:**

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# <u>ACKNOWLEDGMENTS</u>

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We would like to express our gratitude towards all those people who have helped us in various ways for the successful completion of our project.

We are thankful to our teachers and colleagues for their valuable support and cooperation.

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## INTRODUCTION

This Project is all about exploring the currently existing data structures and different algorithms. For achieving this task, we have created a working prototype of an audio player.

### Purpose of the project:

The purpose of our project is to mimic the backend processes which happen in any audio player.

Our project acts as a prototype of a audio player which would be acting as the backend for the inhouse Standalone Music Player (codename XBEAT)

## Scope of the project:

This music player's algorithm applies to more or less all the music players out there in the market. We also have incorporated additional functionalities like searching via name, filtering via rating and many more.

This music player applies to all the possible data algorithms that are developed to maintain the information in a database. This is extended to all the domains of the applications.

### Role of Data Structures:

#### LINKED LIST -

We have used both singly and doubly Linked List for various operations like

- Inserting, updating and modifying songs within file (File Handling)
- Searching and Sorting of songs
- Creation of Playlists
- As a base of Queue

Doubly linked list provides the facility of easy traversal within the Linked List and at the same time Singly Linked list is used for storage optimisation.

#### BINARY SEARCH TREE (BST)

BST is used for filtering the songs based on their rating.

Reason of using BST:

As it is the most efficient searching technique (self-sorted).

#### **QUEUE**

Queue is used for creating the Now playing list of songs.

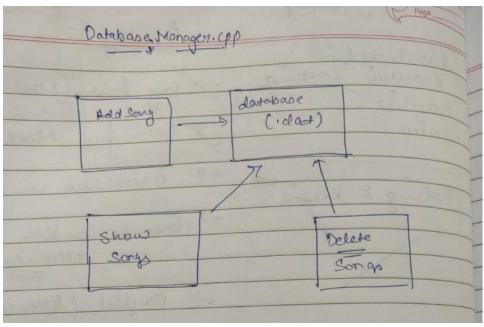
Reason of using Queue is due to its FIFO principle (First In First Out).

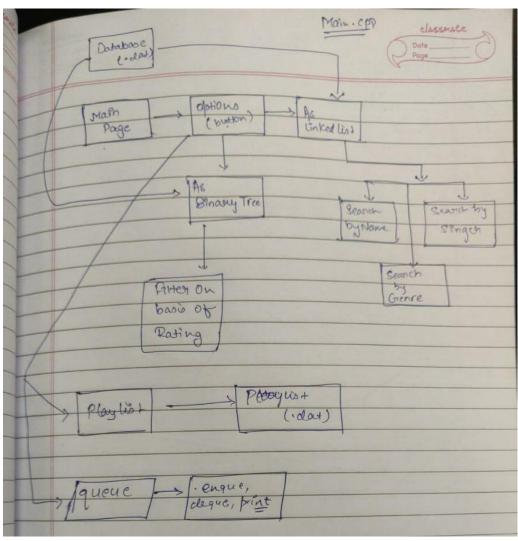
Usage: the first song which is added in the queue is the first song to be played.

## Project Outcomes:

- It has different songs in the program which all contain data about title, singer's name, duration, rating, genre.
- 2. Users can search for specific songs by name, singers' name and specific genre.
- 3. Users can modify the queue of songs which they are listening to.
- 4. Users can also make different playlist of their choice. And can listen to them with the help of a media player.

## Flowchart:





### References

- 1. Spotify Web Player (referred on 1st Nov. 2022)
- 2. C++ Dynamic Allocation of Arrays
  with Example (guru99.com)
   (referred on 17<sup>th</sup> Nov. 2022)
- 3. Linked List W3School (referred on 17<sup>th</sup> Nov. 2022)
- 4. Circular Queue | Set 1 (Introduction and Array Implementation) -GeeksforGeeks (referred on 18<sup>th</sup> Nov. 2022)
- 5. Queue Data Structure GeeksforGeeks (referred on 18<sup>th</sup> Nov. 2022)
- 6. Searching Algorithms -GeeksforGeeks (referred on 19<sup>th</sup> Nov. 2022)
- 7. Sorting Algorithm (programiz.com) (referred on 20<sup>th</sup> Nov. 2022)
- 8. Uncovering How the Spotify
  Algorithm Works | by Hucker
  Marius | Towards Data Science
  (referred on 21st Nov. 2022)

## Screenshots:

