[2CEIT5PE5: MOBILE APPLICATION DEVELOPMENT]

Practical: 6

Study: Service, Types of Service, Drawable Icon Add in project, <u>MediaPlayer</u>, Add Raw folder, Add mp3 song in raw folder

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AIM: What is Service? Write down types of Service. Create an MP3 player application by using service by following below instructions.

- 1. Create MainActivity and design according to shown in below image.
- 2. Create Service Class and implement MediaPlayer Object

Activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.appcompat.widget.LinearLayoutCompat
xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/res-auto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:orientation="vertical"
  tools:context=".MainActivity">
  <TextView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginTop="30dp"
    android:text="MP3 Player"
    android:textSize="30dp"
    android:alpha="0.5"
    app:layout_constraintBottom_toBottomOf="parent"
    android:gravity="center"/>
    <ImageView
       android:background="@drawable/rounded"
       android:clipToOutline="true"
       android:id="@+id/imageView"
       android:layout_width="350dp"
       android:layout height="350dp"
       app:srcCompat="@drawable/img"
       android:layout_gravity="center"
      android:layout_marginTop="20dp"
      />
  <androidx.cardview.widget.CardView
    android:layout_width="350dp"
```

```
android:layout_height="wrap_content"
  android:background="@drawable/rounded"
  android:layout gravity="center"
  android:layout_marginTop="50dp">
<LinearLayout
  android:layout_width="match_parent"
  android:clipToOutline="true"
  android:background="@drawable/rounded"
  android:backgroundTint="#51000000"
  android:layout_height="wrap_content"
  android:orientation="vertical"
  android:paddingHorizontal="15dp"
  android:paddingVertical="25dp"
  >
  <TextView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Lofi chill Music.."
    android:textSize="20dp"
    android:gravity="center"
    />
  <LinearLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    android:layout_marginTop="20dp"
    android:gravity="center"
    >
    <ImageView
      android:layout_width="45dp"
      android:layout_height="45dp"
      android:src="@drawable/shuffle_icon"
      android:backgroundTint="#505050"
      android:padding="5dp"
      android:background="@drawable/rounded"
      />
    <Space
       android:layout_width="0dp"
      android:layout_height="1dp"
      android:layout_weight="1" >
```

```
</Space>
<ImageView
  android:layout_width="55dp"
  android:layout_height="55dp"
  android:src="@drawable/previous_icon"
  android:backgroundTint="#505050"
  android:padding="5dp"
  android:background="@drawable/rounded"
  />
<Space
  android:layout_width="0dp"
  android:layout_height="1dp"
  android:layout_weight="1" >
</Space>
<ImageView
android:layout_width="70dp"
android:layout_height="70dp"
android:src="@drawable/play_arrow"
  android:id="@+id/Play_Button"
android:backgroundTint="#79371f"
android:padding="5dp"
android:background="@drawable/rounded"
/>
<Space
  android:layout_width="0dp"
  android:layout_height="1dp"
  android:layout_weight="1" >
</Space>
<ImageView
android:layout_width="55dp"
android:layout_height="55dp"
android:src="@drawable/next_icon"
android:backgroundTint="#505050"
android:padding="5dp"
android:background="@drawable/rounded"
/>
<Space
  android:layout_width="0dp"
  android:layout_height="1dp"
  android:layout_weight="1" >
</Space>
```

Practical: 6

```
<ImageView
android:layout_width="45dp"
android:layout_height="45dp"
android:id="@+id/Pause_Button"
android:src="@drawable/stop_icon"
android:backgroundTint="#505050"
android:padding="5dp"
android:background="@drawable/rounded"
/>
</LinearLayout>
</LinearLayout>
</androidx.cardview.widget.CardView>
```

</androidx.appcompat.widget.LinearLayoutCompat>

MainActivity.kt:

```
Package

com.example.mad_practical6_2101011088

import android.content.Intent

import androidx.appcompat.app.AppCompatActivity

import android.os.Bundle

import android.widget.Button

import

com.google.android.material.floatingactionbutton.FloatingActionButton

class MainActivity: AppCompatActivity() {

   override fun onCreate(savedInstanceState: Bundle?) {

       super.onCreate(savedInstanceState)

       setContentView(R.layout.activity main)
```

```
val playButton: FloatingActionButton =
     findViewById(R.id.playbtn)
             val stopButton: FloatingActionButton =
     findViewById(R.id.stopbtn)
             playButton.setOnClickListener() {
                 startMusic()
             stopButton.setOnClickListener(){
                 stopMusic()
             }
         fun startMusic() {
     Intent(applicationContext, MyService::class.java).putExtra(MyServi
     ce.PLAYERKEY, MyService.PLAYERVALUE) .apply {
                 startService(this)
         fun stopMusic(){
     Intent(applicationContext, MyService::class.java).putExtra(MyServi
     ce.PLAYERKEY, MyService.PLAYERVALUE) .apply {
                 stopService(this)
MyService.kt:
          com.example.mad practical6 21012011088
          import android.app.Service
          import android.content.Intent
          import android.media.MediaPlayer
          import android.os.IBinder
          class MyService : Service() {
              lateinit var player: MediaPlayer
              companion object{
                  val PLAYERKEY="Service"
                  val PLAYERVALUE="play/pause"
              override fun onBind(intent: Intent): IBinder {
                  TODO("Return the communication channel to the
          service.")
              override fun onStartCommand(intent: Intent?, flags: Int,
          startId: Int): Int {
                  if (!this::player.isInitialized) {
                      player= MediaPlayer.create(this, R.raw.song)
                  if (intent!=null) {
                      val dataValue=intent.getStringExtra(PLAYERKEY)
```

Practical: 6

```
if (dataValue== PLAYERVALUE) {
    if(!player.isPlaying) {player.start()
        }
        else{
            player.pause()
        }
     }
    else{
        player.stop()
    }
    return START_STICKY
}
override fun onDestroy() {
    player.stop()
    super.onDestroy()
}
```

OUTPUT:-

