**[ 2CEIT5PE5: MOBILE APPLICATION DEVELOPMENT]**

Practical: 6



**Study:** Service, Types of Service, Drawable Icon Add in project, [MediaPlayer,](https://developer.android.com/reference/android/media/MediaPlayer) Add

Raw folder, Add mp3 song in raw folder

**.**

# Submitted By:

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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**](https://developer.android.com/reference/android/media/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>

# <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.FloatingActionBu tton

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:

package 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) if (dataValue== PLAYERVALUE){

if(!player.*isPlaying*){ player.start()

}

else{

player.pause()

}

}

}

else{

player.stop()

}

return *START\_STICKY*

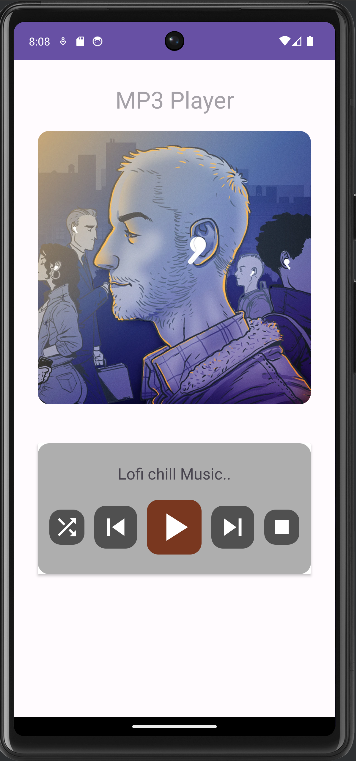
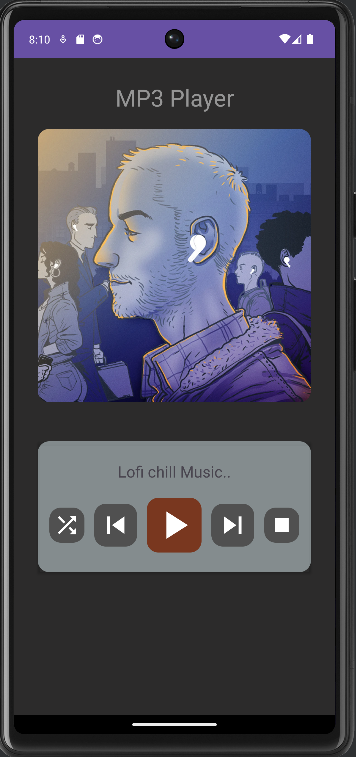
}

override fun onDestroy() { player.stop() super.onDestroy()

}

}

**OUTPUT:-**

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