PROJECT REPORT ON

"Online music player"

Submitted in Partial Fulfillment For The Award Of Diploma

Of Engineering in

Diploma in computer science engineering(2021-22)

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALYA

BHOPAL (M.P)

GOVERNMENT POLYTECHNIC COLLEGE ANUPPUR

(M.P.)

Guided by :-

Mr. Mahendra Gupta

Submitted by :-

sapna kushawaha

RAJIV GHANDHI PROUDYOGIKI VISHWAVIDYALAYA

BHOPAL

GOVT. POLYTECHNIC COLLEGE ANUPPUR

CERTIFICATE

This Certify That the Project Report Entitled as "ONLINE music pyaler"which has been completed of submitted by- sapna kushwaha partial fulfillment of the requirement for the award of the diploma engineering in computer science for the session 2020-21 is a benefited work by them and has been completed under my guidance and supervision. It has not been submitted else were.

For any other degree

Mr.raju paraste	**Mr.Utkarsh agrawal**	**Mr.mahendra gupta**
(principal)	**(H.O.D)**	**(submitted to)**

RAJIV GHANDHI PROUDYOGIKI VISHWAVIDYALAYA

BHOPAL

GOVT. POLYTECHNIC COLLEGE ANUPPU (submitted to)

CERTIFICATE

This certify that the Project Report Entitled as "**online music player"** which has been completed of submitted by **– sapna kushwaha** in partial fulfillment of the requirement for the award of the diploma engineering in computer science for the sessions 2020-21.

(EXTERNAL EAXMNER) (INTERNAL EXAMNER)

Computer Science Department of Govt.Polytecnic College Anuppur(M.P)

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Online music player

DECLARATION

We hereby declare that the work which is being presented in the project report entitled Online music player Fulfilment of the requirement of the "Diploma in Computer Science" branch is authentic record of our work carried out the guidance of "**Mr. Mahendra Gupta(lecturer)".**The work

has been carried out at Govt. Polytechnic College Anuppur(M.P).

PROJECT ASSOCIATES

Sapna kushwaha

AKNOWEDMENT

A project this like one involves many people and in would complete without the mention of all those people whose guidance and encouragement helped in the succefull comleted of thish project . Our heartily thanks our faculty member of **Department of Computer Science Govt. Polytechnic College Anuppur** for their efforts towords our project.

We would like to thanks our project in **charge Mr. Mahendra Gupta** who has been great source of inspriration for us and without whose humble guidance of project was never to shape.We are also indebted to our guide **Mr. Mahendera Gupta** for the Encouragement Guidance and Support.

We are also thankful to all many people whose timely help out paucity of space is restricting us from their name. And finally, we also thanks to all my college who were constant support during the whole project.

Project member

Sapna kushwaha

(19111C04036)

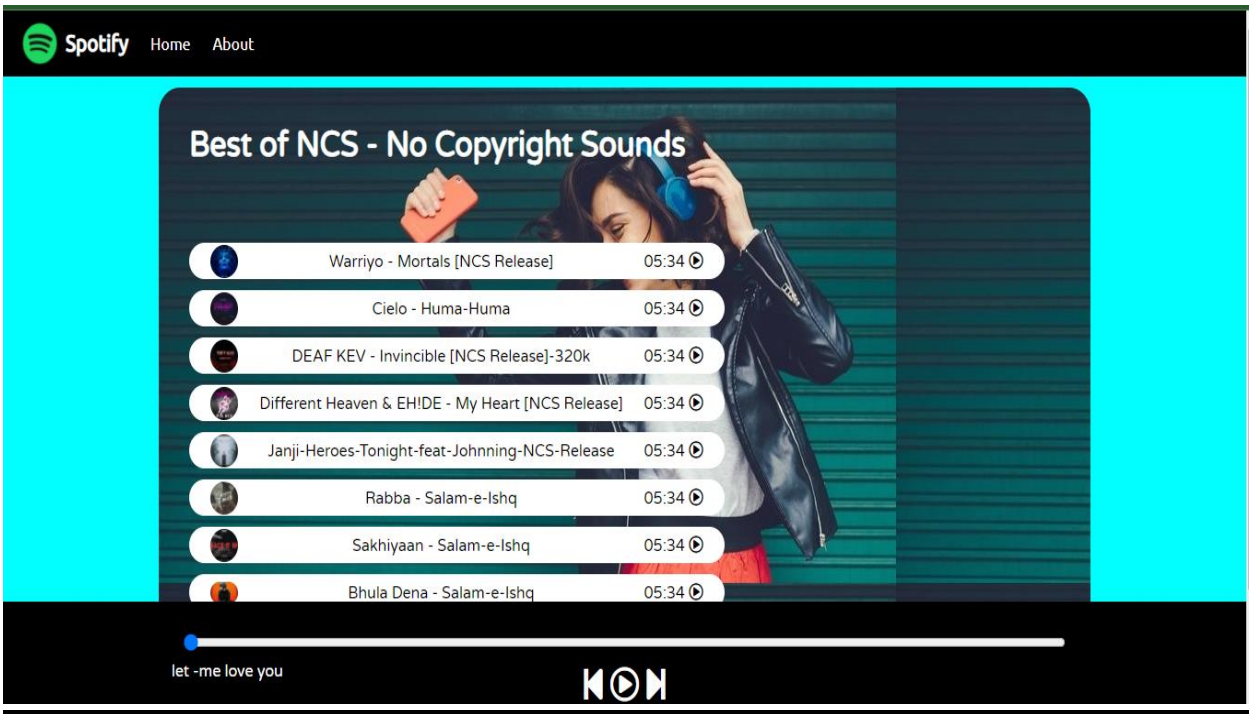
ABSTRACT

The continuous growing of people's music library requires more advanced ways of computing playlists through algorithms that match tracks to the user's preferences. Several approaches have been made to enhance the user's listening experience; while most of them rely on the music content provided by the user, this project presents an online application that sources the audio content from publicly available resources (YouTube). A playlist generation algorithm is developed that uses only one seed track to compute a playlist of arbitrary length. For sourcing the audio content, YouTube's track coverage is analyzed and statistics show that, in a real-life usage scenario, almost 80% of the tracks are available while the rest have rather lower popularity. The resulting application is a fully functional but feature limited online music player that can also serve as a framework for future playlist generating algorithms or other content sources.Media usage is changing rapidly these days. This process has been ignited by several technological advances, in particular, the availability of broadband internet, the World Wide Web, affordable mass storage, and high-quality media formats, such as mp3. Many music lovers have now accumulated collections of music that have reached sizes that make it hard to maintain an overview of the data by just browsing hierarchies of folders and searching by song title or album. Search methods based on song similarity offer an alternative, allowing users to abstract from manually assigned metadata, such as, frequently imprecise or incorrect, genre information. In a context where music collections grow and change rapidly, the similarity-based organization has also the advantage of providing easy navigation and retrieval of new items, even without knowing songs by name. This opens possibilities, such as sophisticated recommendations, context-aware retrieval, and discovery of new genres anujd tendencie

INTRODUCTION

spotify clone is a musice streming app which provide a free platform to listen musice legally wighout downloding it. A spotify clone softwere is the secret to joining the lucrative audio listening market and obtaining an edg on timely manner hance observing human emotin and starting The human cemotion is an dynamic one and keep on changing values for clssification is on important Music has always been a means of entertaining people even from the earliest

music is very important in today,s time everyone likes to listen to music while working .but when it comes to listing to music we have to download them and there is a big problem in downloading . like where to download music. Which bewsite is right and sometime viruses get into our system in the process of downloading music spotify is a good potion to get out of this time , in which you can listen to online music and download it if needed for free.



SCOPE

Everything you need to know about making a career in the Music . Music careers, scope, colleges, skills required, job prospects and salary. Discover the comlete information of Music here.after completion of music course one can get a job in music indusrty ,films, producation houses advertisement companies & tv channel . music teacher in college & university is aiso a great option for such candidate .

The project features are as follows

- User may attach Folder to Play add various media files within it.
- User may see track lists and play desired ones accordingly.
- Supports various music formats including .mp3, WMA, WAV etc.
- Interactive GUI.
- Consists of Pause/Play/Stop Features
- Consists of a Volume controller
- The system also consists of a sound Equalizer
- It Displays the media playing time with Track Bar so that user may drag the media play

As needed

Features:

- Unlimited song playlist list wise
- Easy customization via HTML / CSS files
- Supports multiple instances into a page
- Previous/Next, Play/Pause, Stop buttons
- Load new playlist
- Set volume

PURPOSE MODEL

spotify clone script enables user to share ther faforite songs, tracks, on social channels with ther friends and family hassle-free.

• The application is a simple HTML file that you open in your browser.

• You only need to download our zip file from the button near the beginning of the article, and unzip it somewhere on your computer.

• Unfortunately, due to security restrictions in modern browsers it won't work if you just double click the index.html file.

• You will have to open it through a locally running web server like Apache or Nginx and access it through local host. Or you can just use our demo, nothing is uploaded so your music is safe.

• The app listens for JavaScript drag and drop events.

• When you drop a mp3 file, it extracts information like song and artist name, if they are available, from the file's ID3 tags.

• Each song is placed in an array, which represents our playlist.

• The application then initializes the Wavesurfer.js audio player, which generates the awesome wave visualization for every song and plays it.

• From there on we can do everything you would expect from a native audio player - play next/previous, pause, pick songs and so on.

• Our playlist section also gives users the option to remove songs from the player or search for a particular track, album or artis

objective

1) provide an interface between the music system and also provide a very good entertainment for the user.

2) programmed to search and interpret data and thus create a playlist based on rules or parameters

3) To provide a new age platfrom for music lovere and to bridege between grorwing technologics and music.

Motivation

To provide a new age platfrom for musuc lovere and to bridege between grorwing technologicsand music. duce millliom of songs of all genres is treat.Several solutions already use intelligent playlists embedded in music playersinstalled on computers. There are also online solutions, the most popular

of which islast.fm, which acts as a personalized radio station that plays preferredmusic. On the other hand it does not allow playback of a certain track. Thereare also other solutions, like the genius function of iTunes or the Music

Explorer; both use the user's music collection to generate playlists. Thebiggest disadvantage of the latter solution is thathe user can use only tracks that he/she already has on his/her PC togenerateplaylists. Of course this limits the power or the algorithm very much. Thereare already services that provide the music content (like last.fm orYouTube to name a few) so it's a natural conclusion to try to use these services in connection with the playlist-generating algorithm. In order to understandthe utility of such an application, just imagine the following scenario: oneenjoys listening to music while working.

Hardwere requirment

4GB RAM

13 11th GNERATION PROCESSER

64 Bit CPU

15GB+ FREE DISK SPACE

OPRATING SYSTEM WINDOWS 10

Sotwere requriment

HTML

CSS

JAVA SCRIPT

Html

the hypar test markup language or html is the standard markup language for documents designed to be displalyed in a web bbower it can be assisted by technologies such as cascading sytle sheet and java scripting language such as javascript.

Css

1. CSS stands for Cascading Style Sheets
2. CSS describes how HTML elements are to be displayed on screen, paper, or in other media
3. CSS saves a lot of work. It can control the layout of multiple web pages all at once
4. External stylesheets are stored in CSS files

Javascript

1. JavaScript is the Programming Language for the Web
2. Script can Javupdate and change both HTML and CSS
3. JavaScript can calculate, manipulate and validate data

Code of html

```
<!DOCTYPE html>
<html lang="en">
    <head>
        <meta charset="UTF-8">
        <meta http-equiv="X-UA-Compatible" content="IE=edge">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <title>Spotify - Your favourite music is here</title>
        <link rel="stylesheet" href="style.css">
        </head>
<body>
    <nav>
        <ul>
            <li class="brand"><img src="logo.png" alt="Spotify"> Spotify</li>
            <li>Home</li>
            <li>About</li>
        </ul>
    </nav>

    <div class="container">
        <div class="songList">
            <h1>Best of NCS - No Copyright Sounds</h1>
            <div class="songItemContainer">
                <div class="songItem">
                    <img alt="1">
                    <span class="songName">Let me Love You</span>
                    <span class="songlistplay"><span class="timestamp">05:34 <i
id="0" class="far songItemPlay fa-play-circle"></i> </span></span>
                </div>
                <div class="songItem">
                    <img alt="1">
                    <span class="songName">Let me Love You</span>
                    <span class="songlistplay"><span class="timestamp">05:34 <i
id="1" class="far songItemPlay fa-play-circle"></i> </span></span>
                </div>
                <div class="songItem">
                    <img alt="1">
                    <span class="songName">Let me Love You</span>
                    <span class="songlistplay"><span class="timestamp">05:34 <i
            </div>
        </div>
        <div class="songBanner"></div>
    </div>
```

```
    <div class="bottom">
        <input type="range" name="range" id="myProgressBar" min="0" value="0"
max="100">
        <div class="icons">
            <!-- fontawesome icons -->
            <i class="fas fa-2x fa-step-backward" id="previous"></i>
            <i class="far fa-2x fa-play-circle" id="masterPlay"></i>
            <i class="fas fa-2x fa-step-forward" id="next"></i>
        </div>
        <div class="songInfo">
            <img src="addu.jpg" width="42px" alt="" id="gif"> <span
id="masterSongName">let -me love you</span>
        </div>
    </div>
    <script src="script.js"></script>
    <script src="https://kit.fontawesome.com/26504e4a1f.js"
crossorigin="anonymous"></script>
</body>
</html>
```

Code of css

```
@import url('https://fonts.googleapis.com/css2?family=Ubuntu&display=swap');
@import
url('https://fonts.googleapis.com/css2?family=Varela+Round&display=swap');
body{
    background-color: cyan;
}

*{
    margin: 0;
    padding: 0;
}

nav{
    font-family: 'Ubuntu', sans-serif;
}

nav ul{
    display: flex;
    align-items: center;
    list-style-type: none;
    height: 60px;
    background-color: black;
    color:  white;
}

nav ul li{
    padding: 0 12px;
}
.brand img{
    width: 40px;
    padding: 0 8px;
}

.brand {
    display: flex;
    align-items: center;
    font-weight: bolder;


.
```

```css
.songItem{
    height: 33px;
    display: flex;
    background-color: white;

    color: black;
    margin: 10px 0;
    justify-content: space-between;
    align-items: center;
    border-radius: 34px;
}

.songItem img{
    width: 30px;
    margin: 0 23px;
    border-radius: 34px;
}

.timestamp{
    margin: 0 23px;
}

.timestamp i{
    cursor: pointer;
}

.songInfo{
    position: absolute;
    left: 10vw;
    font-family: 'Varela Round', sans-serif;
}

.songInfo img{
    opacity: 0;
    transition: opacity 0.4s ease-in;
}

@media only screen and (max-width: 1100px) {
    body {
      background-color: blue;
    }
  }
```

Code of jsva script

```
console.log("Welcome to Spotify");

// Initialize the Variables
let songIndex = 0;
let audioElement = new Audio('songs/1.mp3');
let masterPlay = document.getElementById('masterPlay');
let myProgressBar = document.getElementById('myProgressBar');
let gif = document.getElementById('gif');
let masterSongName = document.getElementById('masterSongName');
let songItems = Array.from(document.getElementsByClassName('songItem'));

let songs = [
    {songName: "Warriyo - Mortals [NCS Release]", filePath: "songs/1.mp3",
coverPath: "covers/1.jpg"},
    {songName: "Cielo - Huma-Huma", filePath: "songs/2.mp3", coverPath:
"covers/2.jpg"},
    {songName: "DEAF KEV - Invincible [NCS Release]-320k", filePath:
"songs/3.mp3", coverPath: "covers/3.jpg"},
    {songName: "Different Heaven & EH!DE - My Heart [NCS Release]", filePath:
"songs/4.mp3", coverPath: "covers/4.jpg"},
    {songName: "Janji-Heroes-Tonight-feat-Johnning-NCS-Release", filePath:
"songs/5.mp3", coverPath: "covers/5.jpg"},
    {songName: "Rabba - Salam-e-Ishq", filePath: "songs/2.mp3", coverPath:
"covers/6.jpg"},
    {songName: "Sakhiyaan - Salam-e-Ishq", filePath: "songs/2.mp3", coverPath:
"covers/7.jpg"},
    {songName: "Bhula Dena - Salam-e-Ishq", filePath: "songs/2.mp3", coverPath:
"covers/8.jpg"},
    {songName: "Tumhari Kasam - Salam-e-Ishq", filePath: "songs/2.mp3",
coverPath: "covers/9.jpg"},
    {songName: "Na Jaana - Salam-e-Ishq", filePath: "songs/4.mp3", coverPath:
"covers/10.jpg"},
]

songItems.forEach((element, i)=>{
    element.getElementsByTagName("img")[0].src = songs[i].coverPath;
    element.getElementsByClassName("songName")[0].innerText = songs[i].songName;
```

```
})


// Handle play/pause click
masterPlay.addEventListener('click', ()=>{
    if(audioElement.paused || audioElement.currentTime<=0){
        audioElement.play();
        masterPlay.classList.remove('fa-play-circle');
        masterPlay.classList.add('fa-pause-circle');
        gif.style.opacity = 1;
    }
    else{
        audioElement.pause();
        masterPlay.classList.remove('fa-pause-circle');
        masterPlay.classList.add('fa-play-circle');
        gif.style.opacity = 0;
    }
})
// Listen to Events
audioElement.addEventListener('timeupdate', ()=>{
    // Update Seekbar
    progress = parseInt((audioElement.currentTime/audioElement.duration)* 100);
    myProgressBar.value = progress;
})

myProgressBar.addEventListener('change', ()=>{
    audioElement.currentTime = myProgressBar.value * audioElement.duration/100;
})

const makeAllPlays = ()=>{
    Array.from(document.getElementsByClassName('songItemPlay')).forEach((element)
=>{
        element.classList.remove('fa-pause-circle');
        element.classList.add('fa-play-circle');
    })
}

Array.from(document.getElementsByClassName('songItemPlay')).forEach((element)=>{
    element.addEventListener('click', (e)=>{
        makeAllPlays();
        songIndex = parseInt(e.target.id);
        e.target.classList.remove('fa-play-circle');
        e.target.classList.add('fa-pause-circle');
        audioElement.src = `songs/${songIndex+1}.mp3`;
        masterSongName.innerText = songs[songIndex].songName;
```

```
        audioElement.currentTime = 0;
        audioElement.play();
        gif.style.opacity = 1;
        masterPlay.classList.remove('fa-play-circle');
        masterPlay.classList.add('fa-pause-circle');
    })
})

document.getElementById('next').addEventListener('click', ()=>{
    if(songIndex>=9){
        songIndex = 0
    }
    else{
        songIndex += 1;
    }
    audioElement.src = `songs/${songIndex+1}.mp3`;
    masterSongName.innerText = songs[songIndex].songName;
    audioElement.currentTime = 0;
    audioElement.play();
    masterPlay.classList.remove('fa-play-circle');
    masterPlay.classList.add('fa-pause-circle');

})

document.getElementById('previous').addEventListener('click', ()=>{
    if(songIndex<=0){
        songIndex = 0
    }
    else{
        songIndex -= 1;
    }
    audioElement.src = `songs/${songIndex+1}.mp3`;
    masterSongName.innerText = songs[songIndex].songName;
    audioElement.currentTime = 0;
    audioElement.play();
    masterPlay.classList.remove('fa-play-circle');
    masterPlay.classList.add('fa-pause-circle');
})
```

Result and Discussion

The result presented in this thesis project has utilized HTML5 technology to support multiple hardware platforms. Even though it is less neither stable nor compatible, as more and more major web browsers start to support or improve the current support of the Web Audio API audio engine as well as animation, the future of the development capability is brighter.

References

https://www.w3schools.com/

Music Player ; https://www.youtube.com/playlist?li