## Project Development Phase

| Team ID      | NM2023TMID04574                         |
|--------------|---|
| Project Name | How to Create a Reel Design using Canva |

| S.No | Development<br>Phase                                      | Brand Name   |
|------|---|--|
| 1.   | No. of Functional<br>Features Included<br>in The Solution | <ul> <li>Music Playback: Play, pause, skip, and rewind songs. Create playlists and manage a music library. Shuffle and repeat options.</li> <li>Music Discovery: Recommendations based on user preferences. Personalized playlists and radio stations. Explore new music by genre, artist, or mood.</li> <li>Search and Browse: Search for songs, albums, and artists. Browse music by categories and genres.</li> </ul>   |
| 2.   | Code-Layout,<br>Readability<br>Reusability                | <ul> <li>Use consistent naming conventions for variables, functions, and</li> <li>classes. This makes it easier to understand the purpose of different elements in the code.</li> <li>Organize code into logical modules and folders. Group related functionality together, such as separating UI code from backend logic.</li> <li>Use comments to document complex or critical parts of the code, explaining their purpose and any potential gotchas.</li> <li>Break long code blocks into smaller, manageable functions or methods. This improves code organization and makes it easier to follow.</li> </ul> |

| 3. | Utilization Algorithms, Dynamic Programming, Optimal Memo | Audio Compression:     Implement audio compression algorithms to reduce the mem footprint of audio files. Common audio compression formats MP3 and AAC can be used to store music in a more memory efficient way without significantly compromising audio qual Caching and Prefetching:  Use caching algorithms to store recently played songs or free accessed data in memory. This can improve the app's responsiveness by reducing the need to fetch data from a rem server or local storage repeatedly.  In the caching algorithms to store accessed to fetch data from a rem server or local storage repeatedly. | s like /- lity. quently note |
|----|---|---|------------------------------|
| 4. | Utilization  Debugging &                                  | <ul> <li>Implement prefetching strategies to load and buffer upcomin songs or content in the background, reducing load times and improving the user experience.</li> <li>Optimize images and other media files for web use to</li> </ul>  |                              |
| J  | Traceability  | <ul> <li>memory consumption and page load times.</li> <li>Minimize unnecessary data storage or variables to conser memory.</li> </ul>   | rve                          |
| 5. | Exception<br>Handling                                     | <ul> <li>Debugging and Traceability:</li> <li>Implement error handling and logging to facilitate debugg</li> </ul>  | ing.                         |