

# **SRI GURU TEGH BAHADUR** **INSTITUTE OF MANAGEMENT AND** **INFORMATION TECHNOLOGY**

**(2019-2020)**



**C++ Project**

ON

**(MUSIC PLAYER)**

**Submitted to :**  
**Dr. Supreet Kaur Sahi**  
**(SGTBIMIT)**

**Prepared By :**  
**Nitika Rawat (09590202019)**  
**Shivani Vats(08490202019)**  
**BCA 3B**

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# **DECLARATION**

We hereby declare that this C++ project report **Music player** is our own work to the best of our knowledge and beliefs carried out during the course of our study under the supervision of **Dr. Supreet kaur Sahi**. It contains no material previously submitted or written by any other person .

**Name:**

**Enrollment No.**

**Signature**

Shivani Vats

08490202019

Nitika Rawat

0959020201

**Date:**

# **CERTIFICATE**

This is to certify that the project report entitled “MUSIC PLAYER” which is being submitted by **NITIKA RAWAT** and **SHIVANI VATS** for final End Term Practical Project Submission.

They have worked under the guidance of **Dr. Supreet kaur Sahi** and have fulfilled the requirement for submission of project.

**Date:**

## **SIGNATURES**

**Professor:**

(Dr, Supreet Kaur Sahi)

**External Examiner:**

# **Acknowledgement**

We would like to express our special thanks of gratitude to our professor “**Dr. Supreet Kaur Sahi**” for her able guidance and support in completing our project and giving us the golden opportunity to do this wonderful project on the topic music player. which also helped us in doing a lot of research and we came to know about many new things.

Secondly we would also like to thank our friends who helped us in finishing this project within the limit.

It helped us in increase our knowledge and skills.

**Date:**

**Professor:**

Dr. Supreet Kaur Sahi

**Students:**

Shivani vats(08490202019)

Nitika rawat(09590202019)

BCA 3B

# INTRODUCTION

The main objective of this project is to create a simple **media player where the media is music/audio** a console application using C++ .

The Project basically players the music which is beforehand stored in it in a list you select from list and play the song of your choice.

## DEPLOYMENT TOOLS:

1. Compiler used DevC++.
2. Language used C++ .
3. .wav format audios.
4. winmm.lib import library for Multimedia API (basically for low level audio functions).

## SYSTEM REQUIREMENTS :

1. Operating system.
2. Windows API must be installed.

Project's using simple c++ concepts such as loops, switch cases, conditional statements (if statements), functions, some additional built-in functions and some DOS (Disk operating system) commands.

# Source Code

```
/******MUSIC PLAYER*****/  
/******CODED BY : SHIVANI VATS and NITIKA RAWAT*****/  
/******BCA 3B*****/  
/****SRI GURU TEGH BAHADUR INSTITUTE OF MANAGEMENT AND INFORMATION TECHNOLOGY****/
```

```
#include <iostream>  
#include <windows.h>  
#include <mmsystem.h>  
#include <stdlib.h>  
#include <stdio.h>  
#include <unistd.h>  
using namespace std;
```

```
int list()  
{ int ch;  
    cout<<"\n    ALL SONGS LIST SELECT ANY \n"  
        "\n        1. Euphoria\n"  
        "\n        2. So Far Away\n"  
        "\n        3. Cypher Part3\n"  
        "\n        4. So that I love you\n"  
        "\n        5. Nothing like us\n"  
        ;  
  
    cin>>ch;  
    return ch;  
}
```

```
int main()  
{  
    int ch,lch;  
    system("cls");  
    cout<<"\n        **MUSIC PLAYER**\n";  
    cout<<"\n        **CODED BY : SHIVANI VATS and NITIKA RAWAT**\n";  
    cout<<"\n        **BCA 3B**\n";
```

```

        cout<<"\n **SRI GURU TEGH BAHADUR INSTITUTE OF MANAGEMENT AND
INFORMATION TECHNOLOGY**\n\n\n\n";
    PlaySound(TEXT("Loop 01_ Dreamy.wav"), NULL, SND_SYNC|SND_FILENAME);
    cout<<"\n          WELCOME TO MUSIC PLAYER          \n";
        cout<<"          loading...";
        sleep(5);
        system("CLS");
    do
    {

        ch=list();
        switch(ch)
        {

            case 1:
                while ( 1 )
                {

                    long int A;
                    system("CLS");
                    cout<<"\n          MUSIC PLAYER          \n\n\n";
                    PlaySound(TEXT("BTS - Euphoria.wav"), NULL, SND_ASYNC|SND_FILENAME|SND_LOOP);
                    cout<<"\n          Now Playing Euphoria..... \n\n";
                    cout << "          0 = EXIT\n"
                    "          1 = STOP\n"
                    "          2 = LIST\n";
                    cin >> A;
                    system ("CLS");
                    if (A == 0)
                    {
                        system("PAUSE");
                        break;
                    }
                    if (A == 1)
                    {
                        PlaySound(0, 0, 0);
                        cout << "To restart music: ";
                        system ("PAUSE");
                    }
                    if (A == 2)
                    {

```



```

                                break;
                                }
                                system("cls");
        }
        break;

case 2:
        while ( 1 )
        {
                long int A;
                system("CLS");
                cout<<"\n                                MUSIC PLAYER    \n\n\n";
                PlaySound(TEXT("BTS___so_far_away_SUGA_Ver._29.wav"), NULL,
                SND_ASYNC|SND_FILENAME|SND_LOOP);
                cout<<"\n                                Now Playing So Far Away.... \n\n";
                cout << "                                0 = EXIT\n"
                "                                1 = STOP\n"
                "                                2 = LIST\n";

                cin >> A;
                system ("CLS");
                if (A == 0)
                {
                        exit(EXIT_SUCCESS);
                }
                if (A == 1)
                {
                        PlaySound(0, 0, 0);
                        cout << "To restart music: ";
                        system ("PAUSE");
                }
                if (A == 2)
                {
                        break;
                }
                system("cls");
        }
        break;

```

```

case 3:
    while ( 1 )
    {
        long int A;
        system("CLS");
        cout<<"\n                MUSIC PLAYER    \n\n\n";
        PlaySound(TEXT("BTS_ChyperPT3Killer.wav"), NULL,
SND_ASYNC|SND_FILENAME|SND_LOOP);
        cout<<"\n                Now Playing Cypher Part3..... \n\n";
        cout << "                0 = EXIT\n"
        "                1 = STOP\n"
        "                2 = LIST\n";

        cin >> A;
        system ("CLS");
        if (A == 0)
        {
            exit(EXIT_SUCCESS);
        }
        if (A == 1)
        {
            PlaySound(0, 0, 0);
            cout << "To restart music: ";
            system ("PAUSE");
        }
        if (A == 2)
        {
            break;
        }
        system("cls");
    }

    break;

case 4:
    while ( 1 )
    {
        long int A;
        system("CLS");
        cout<<"\n                MUSIC PLAYER    \n\n\n";
        PlaySound(TEXT("BTS - (RapMonster jungkook) So That i Love You BTS FRESTA 2016.wav"), NULL,
SND_ASYNC|SND_FILENAME|SND_LOOP);

```

```

        cout<<"\n                Now Playing So that I love you.... \n\n";
        cout << "                0 = EXIT\n"
        "                1 = STOP\n"
        "                2 = LIST\n";

        cin >> A;
        system ("CLS");
        if (A == 0)
        {
            exit(EXIT_SUCCESS);
        }
        if (A == 1)
        {
            PlaySound(0, 0, 0);
            cout << "To restart music: ";
            system ("PAUSE");
        }
        if (A == 2)
        {
            break;
        }
        system("cls");
    }
    break;

case 5:
    while ( 1 )
    {
        long int A;
        system("CLS");
        cout<<"\n                MUSIC PLAYER \n\n\n";
        PlaySound(TEXT("Nothing like us cover by jungkook of bts.wav"), NULL,
        SND_ASYNC|SND_FILENAME|SND_LOOP);
        cout<<"\n                Now Playing Nothing like us..... \n\n";
        cout << "                0 = EXIT\n"
        "                1 = STOP\n"
        "                2 = LIST\n";

        cin >> A;
        system ("CLS");
        if (A == 0)

```

```

        {
        exit(EXIT_SUCCESS);
        }
        if (A == 1)
        {
        PlaySound(0, 0, 0);
        cout << "To restart music: ";
        system ("PAUSE");
        }
        if (A == 2)
        {
        break;
        }
        system("cls");
    }
    break;

    }//swich close
    cout<<"\n WANT TO LISTEN MORE SONG IN THE LIST PRESS 1 OTHERWISE 0 TO CONFIRM
    EXIT :";
    cin>>lch;
    system("cls");
}
while(lch==1);
return 0;
}
//main close

```

## Output :

```
      **MUSIC PLAYER**  
    **CODED BY : SHIVANI UATS and NITIKA RAWAT**  
      **BCA 3B**  
**SRI GURU TEGH BAHADUR INSTITUTE OF MANAGEMENT AND INFORMATION TECHNOLOGY**
```

//Intro

```
      **MUSIC PLAYER**  
    **CODED BY : SHIVANI UATS and NITIKA RAWAT**  
      **BCA 3B**  
**SRI GURU TEGH BAHADUR INSTITUTE OF MANAGEMENT AND INFORMATION TECHNOLOGY**  
  
      WELCOME TO MUSIC PLAYER  
      loading...
```

//Intro

```
ALL SONGS LIST SELECT ANY
```

1. Euphoria
2. So Far Away
3. Cypher Part3
4. So that I love you
5. Nothing like us

3

// list of songs from which 3<sup>rd</sup> is selected

```
MUSIC PLAYER
```

```
Now Playing Cypher Part3.....
```

```
0 = EXIT  
1 = STOP  
2 = LIST
```

//song playing

```

                                MUSIC PLAYER

                                Now Playing Cypher Part3.....

                                0 = EXIT
                                1 = STOP
                                2 = LIST
1

```

//1 pressed to stop the song

```

                                MUSIC PLAYER

                                Now Playing Cypher Part3.....

                                0 = EXIT
                                1 = STOP
                                2 = LIST
To restart music: Press any key to continue . . .

```

//press any key to restart the song(from beginning)

```

                                MUSIC PLAYER

                                Now Playing Cypher Part3.....

                                0 = EXIT
                                1 = STOP
                                2 = LIST
2

```

//pressed 2 to see the list

```
WANT TO LISTEN MORE SONG IN THE LIST PRESS 1 OTHERWISE 0 TO CONFIRM EXIT :1
```

```
ALL SONGS LIST SELECT ANY
```

1. Euphoria
2. So Far Away
3. Cypher Part3
4. So that I love you
5. Nothing like us

```
MUSIC PLAYER
```

```
Now Playing Euphoria.....
```

```
0 = EXIT  
1 = STOP  
2 = LIST
```

```
0
```

//To exit



```
Press any key to continue . . .
```

```
WANT TO LISTEN MORE SONG PRESS 1 OTHERWISE 0 TO CONFIRM EXIT :0
```

```
-----  
Process exited after 283.5 seconds with return value 0  
Press any key to continue . . .
```

//exited

# **REFERENCES**

- **Book :**
  - computer science with c++ by Sumit Arora
  - object oriented programming with C++ by E Balagurusamy
- **Youtube**
- **websites:**
  - docs.microsoft.com
  - [www.stackoverflow.com](http://www.stackoverflow.com)
  - www.geeksforgeeks.com