SYNOPSIS

ON

SOCO

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INTRODUCTION

- Nowadays, due to deepening roots of internet throughout the world the indulgement of peoples in technical things like softwares, sites, audio content, and video content mainly in youtube increases drastically. So the IT sector of every country has a boost in their work.
- Apart from all this brain boggling things humans need relaxation as simple as possible. Music which is one of the top of the relaxation tool, providing with a **simple modern UI, having different modes to listen , making playlist functions, providing sleep mode and featured with latest trending music all in one** platform now on **"SOCO".**
- Soco stands for "**Sound Companion**". A music player for all. Including age groups senior or junior citizen, student or teacher etc.
- Github link: https://github.com/Nitro2000/SOCO_Synopsis

EXISTING SYSTEM

- Soco main competitors are :

    1. Spotify
    2. Resso
    3. iHeart
    4. Youtube Music
    5. Apple Music
    6. Musixmatch
    7. TIDAL Music

USE OF THE PROJECT

The music player allows a user to play various media file formats. It can be used to play audio as well as video files. The music player is a software project supporting all known media files and has the ability to play them with ease.

Main Objective:

The main objective of the Music Player is to manage the details of Music, Performer, Album, Customer, Album Type. It manages all the information about Music, Track, Album Type, Music. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Music, Performer, Track, Album. It tracks all the details about the Album, Customer, Album Type.

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, .mp4 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.
- Provides the searching facilities based on various factors. Such as Music, Album, Customer, Album Type.
- To increase efficiency of managing the Music, Performer.

Feasibility of Project

The Feasibility Analysis:

This section verified that it is feasible to add music player on the Android system from the aspects of economic, technical and social feasibility.

Economic Feasibility:

Mobile phone music player is basic needs for public. The information that which functions are necessary form all the consumers , which functions are needed for some people, and which features are seldom to use is easy to understand. And a lot of research is eliminated, thus saved the spending. Therefore, the whole process of development doesn't need to spend any money that is economic feasibility.

Technical Feasibility:

To design a music player which meets the basic requirements, a deep understand of Rect Naive, the Android system architecture, application of framework and other technical knowledge are needed. (framework is the core of the application, and rules that all the programmers participating in the development must abide by). Based on the related technology information and resources for Android on the market, and equipped with technical personnel of technology and the spirit of willing to learn, the technology is feasible.

Social Feasibility:

With the rapid development of the mobile phone market, all kinds of audio and video resources are widely circulated on the Internet. These resources become an indispensable part of people life, Nowadays players devoted to fancy appearance, strong function causing a lot of wasted resources to the user's mobile phone and bringing a lot of inconvenience to the user as multitasking operation is needed. Powerful player is a good thing, but a lot of functions are actually useless for most users. Aimed at these problems, developing multiplied audio player which owns the features of simplified functions, common play function, meeting the needs of most users, less required memory and high quality of playing music, maximizes the optimization in performance.

FUNCTIONAL SPECIFICATION

1. Registration and Login Authentication
2. Music Categorization
3. Music Collections
4. Recommendations
5. Playlist Creation
6. Shuffling
7. Categorization

Software Specification

- **Technology Implemented** : React-Native
- **Language Used** : JavaScript
- **Database** : FireBase
- **User Interface Design** : Native Base
- **Web Browser** : Google Chrome/Firefox

Hardware Requirements

- **Processor** : intel i3
- **Operating System** : Windows, Mac or Linux
- **RAM** : 4+ GB
- **Hardware Devices** : Computer System
- **Hard disk** : 64GB

FUTURE SCOPE

1. Music is important to raise someone's mood ,or make them calm and relaxed .This app is here to provide different types of songs. This application can work effectively with high processing speed compared to the traditional methods. This proposed framework will reduce much complexity. Presently, the user has to download many It will ease the people's difficulty in combining different features into a single app.

2. These APIs can be made compatible with all the music applications people use. The lower versions of Android like 7 or 8 should be able to work in this. This system could be made to work with other operating systems like Windows, iOS. 7. And hence acquires a sustainable future for market