

# **Swinburne University of Technology Sarawak**

## **COS10009 Introduction to Programming**

### **File Input / Output, Custom Data Type & GUI (Lab 09)**

#### **Pass Task 9.1 GUI Music Player**

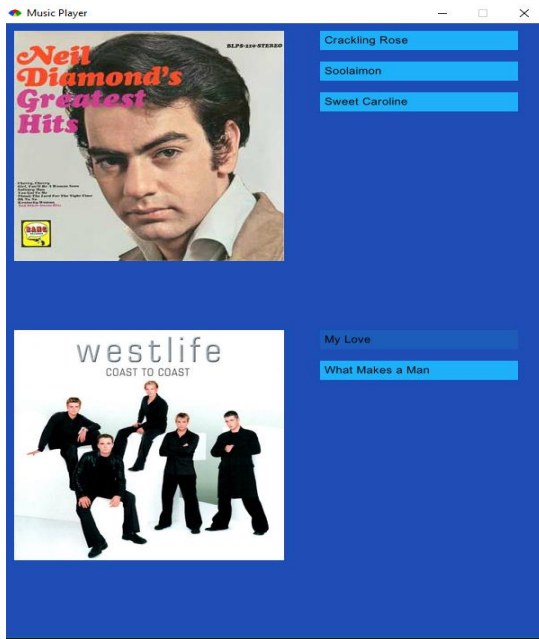
**Task:** This task allows you to demonstrate the ability to use the SDL library and API (application programmer interface) to develop a graphical interface application. The user should then be able to view the albums and select an album, then view the tracks and select a track to play.

#### **To Do:**

The program must read in (albums.txt) information for albums and tracks. The information read from the file should include:

- Album title
- Artist
- Artwork file name (place your artwork in an /images folder under the main folder)
- Genre
- The number of tracks
- The title of each track
- The file location of each track

At this level, user interaction must be entirely through a GUI (use start up program provided in the resources folder for this task to get started). Your GUI interface should show a single album using either a text description, artwork or both. Users should be able to click on the Album information (i.e the artwork), the tracks will be listed, and the first track start playing. The tracks should continue to play in order until either they are finished or the program is stopped. The user should then be able to click on a track to play that track. The currently playing track must be indicated. The GUI interface may look something like the following:



You must use the SDL\_Mixer API for this component.

**Note:** See the SDL Mixer documentation @ [https://www.libsdl.org/projects/SDL\\_mixer/docs/SDL\\_mixer\\_frame.html](https://www.libsdl.org/projects/SDL_mixer/docs/SDL_mixer_frame.html)

Any layout/design of the UI is acceptable as long as the features are implemented