UNIVERSITY INSTITUTE OF COMPUTING

Project Synopsis:

MUSIC PLAYER

Submitted By

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Submitted to:

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DECLARATION

We hereby declare that the work which is being presented in the Mini Project “Music Player Gui”, in partial fulfillment of the requirements for Mini Project viva voice, is an authentic record of our own work carried under the supervision of “Mr. Piyush Vashisth”.

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Year: 3rd
Semester: 6th

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INTRODUCTION: -

We need an application that will allow us to play or listen to digital audio files. MP3 player is the device to play MP3s and other digital audio files. The MP3 GUI program application attempts to emulate the physical MP3 Player. This program will allow you to play songs, music, and all MP3 files on your desktop or laptops.

System Requirements: -

***Supported Operating system*: -**

Windows 10
Windows 8
Windows 7

***Software Required:* -**

- Pycharm

Hardware Requirements: -

Intel i3 6th Gen (1.8 GHz minimum).
4 GB of RAM.
2GB GPU
5000x Hard Disk
Internet Connection

Problem Definition: -

1. To build an MP3 player using Python programming language to be able to play and listen to songs, MP3 files and other digital audio files.
2. Determine the functionalities of the MP3 player.
3. The player should be have a simple and easy to use GUI with options for various functions, display screen to display the entire playlist and buttons to shut down the player.
4. The player should be able to play any song. It should be capable of playing MP3 files or any other digital audio files.
5. The player should allow the user to browse through the contents of the computer drive to choose song/s to be played or queued.
6. It should provide the user with option to pause or resume the song.
7. The user should be able to play the previous or the next song in the playlist.
8. Lastly, the user should get basic details about the current playing song. The details can include the song name, singer's name, the duration of the song, size of the file, etc.

Methodology: -

1.Import the libraries.

2. Create an object of the tkinter and Pygame libraries.

3. Create a window using Tkinter object.

4. Add buttons that provide different functionalities.

- Add a song
- Play the song
- Pause the song
- Play previous song
- Play next song

5. Add a song button when pressed should open a dialog box to browse and choose the file.

6. Add label to display the song's information.

- Name
- Singer
- Duration
- Size of the file, etc.

7. Display screen will display the details of the entire playlist.

8. Close button will automatically clear the song list and will stop playing the song

Objective: -

1. The main objective of the project is to Understand the Python Tkinter GUI library.
2. It will make a user friendly application to play music as per our choice.

Scope: -

- Entertainment Purposes
- Making Personalised Playlists.
- Our work aims to develop a player which is based on user need and it helps to revive in case of free time or leisure time if we want to hear music based on our current situation.