

A  
MINI PROJECT  
Music Player Application  
SUBMITTED  
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(MASTER OF COMPUTER SCIENCE)  
2<sup>ND</sup> SEM

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# **SYNOPSIS**

This interesting project is in the C# programming language. Talking about the features of this system, this C# application is designed to music player. This project does not consist of many features. You can do things like play music. You can add your Favorite.

## **1.TITLE OF THE PROJECT**

- Music Player Application

## **2.OBJECTIVE OF THE PROJECT**

- The purpose of this music player application is used to listen song. This application is user friendly. So, anyone can use this application. Easy to use and all the buttons on the screen are easy to understand. The buttons are also designed to be so user-friendly that one can know which button is for what. In short, this application is made for user satisfaction experience. So, use it and enjoy.

## **3. PROJECT CATEGORY**

- Windows Form Application

#### **4. LANGUAGE AND SOFTWARE TOOL USED**

- C# - Visual Studio

#### **5. Features of Application**

- In this application we can listen any song.
- We can listen different songs.

#### **6. FUTURE SCOPE OF THE PROJECT**

- In future we can improve our UI.
- We can add new music.

- In future we are going to provide feature of save you creativity in the form of Mp3 file in your PC.

## **HARDWARE REQUIREMENT**

- Hard Disk-5 GB
- Ram-1 GB

## **SOFTWARE REQUIREMENT**

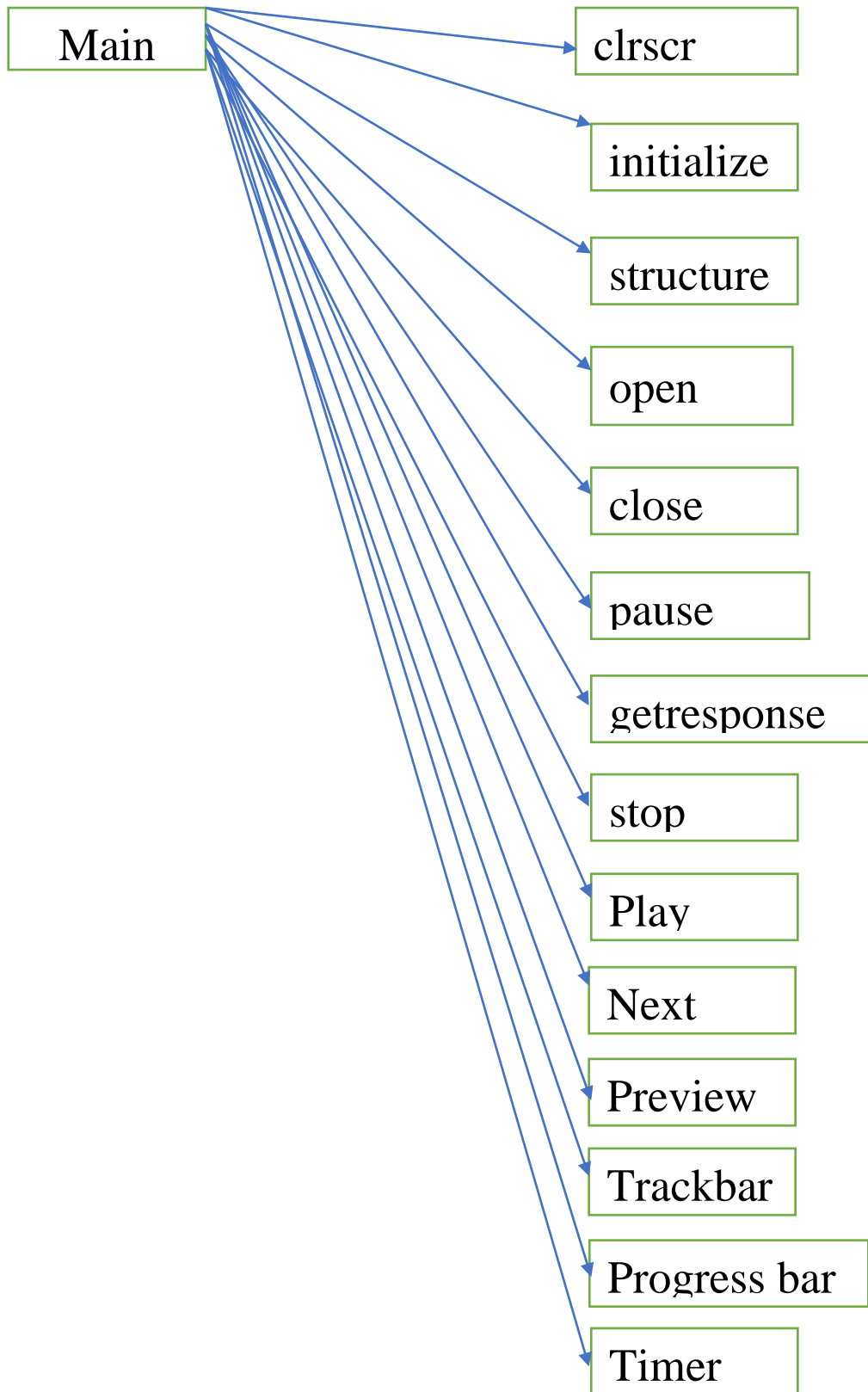
- OS-Windows, MacOS

## **Various functions used to design the structure are:**

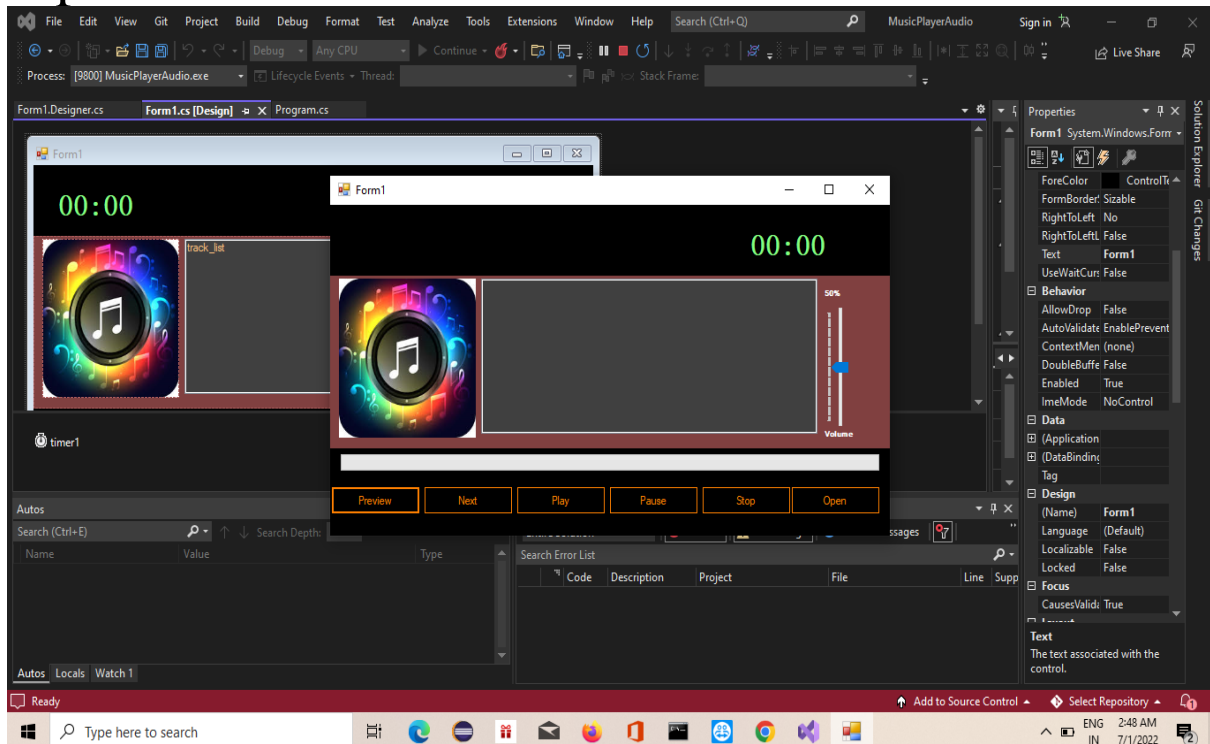
- Setbkcolor() is used to change back ground color.
- btn\_open\_click event section is use to open file Dialogbox to import file.
- track\_list\_SelectedIndexChanged event section is to show selected or imported track

list from file manager and it will display that list on the application main screen.

- btn\_stop\_Click event section is use to stop the current track which is playing in main window.
- btn\_pause\_Click event section is use to pause the current track which is playing in main windows.
- btn\_play\_Click event section is use to play selected track from imported list of tracks.
- btn\_next\_Click event section is use to change the track from current track to next track.
- btn\_preview\_Click event section is use to change the track from current track to previous track.
- timer1\_Tick event section is use to show currentPositionString and total durationString for selected or playing track.
- track\_volume\_Scroll event section is use to control volume 0% to 100%.
- p\_bar\_MouseDown event section is use to control the flow of track. Which is playing in currently in main windows.



# Input screen:



# Output Screen:

