

## Advance Software Engineering

# Music Player- Final Report

Instructor:

**Dr. Yugyung Lee**

Team 5:  
Vilas Mamidyal  
Dinesh Kumar Bandam  
RanjithaReddy Bhumireddy

# GROUP-5: Music Player

<b>Table of contents:</b>	<b>Page.No</b>
1. Motivation and Decision	3
2. Working Mechanism of Music player	4
3. Error recognition and handling	9
4. Project Management Report	10
5. Project Plan	16
6. Project First Increment Report	18
7. Project Second Increment report	46
8. Project Third Increment report	76
9. Project Fourth Increment report	122

## 1. Motivation and Decision:

This topic of developing a music app has come from the various reviews taken from the people who are continually involved in work without any rest. Those people almost 80% of the people needs to get refreshed in order to soothe themselves from those work tensions will be getting relaxation upon listening to music. Basing on such benefits and with an intention to relieve such kind of people to be like getting relief, we are introducing this application. In this application, one can have many options to select songs and various varieties upon their interest. Many extra features are added to our project like “Time Based Songs”, “Moods and Genres” and “Generation Based Songs”.

Firstly, the mesmerizing and interesting feature included in our app is “Time based songs” which specifies the part of the day like Morning Time or Noon Time or Evening Time or Night Time. Songs will be classified based on time and when we choose specified part of the day, songs related to that time will be displayed and we have a choice to choose the song whatever we would love to listen.

Secondly, one more attention taking feature in this app is classification of songs, basing on “Moods and Genres” like:

- Instrumental
- Rock
- Pop
- Devotional
- Classics
- Party

Thus, basing our mood, songs related to that genre will be displayed to choose a song and that will be played.

An extra feature that takes everyone’s concentration towards this app is “Generation based Songs” like:

- Old Songs ➤ New Songs

Sometimes people want to listen songs, basing on the age they were composed. When they are in happy mood they wish to listen New and latest songs, when they are in dull mood and want to get some inspiration from the past, then Old songs will help them. Not only this feature helps young generation, but also our previous generation. At any time, our elders may take our mobile to listen songs or will connect the mobile to the speakers, then it helps them who always love to listen old songs.

## 2. Working Mechanism of Music Player:

The Music application we have designed is user friendly and pretty easy to use. We have the android executable file or the ‘apk’ file which is needed by the user to install the application on their android mobile/tablets. Once user is done with it user will have the following features in our app:

### 1. Home Page:



This is the home page of our app. The home page consists of register button, login and Facebook login button. The login and Facebook login button is for users who has already registered in the application. First time user clicks on register page and fill the form.

### 2. Register Page:



This is the registration page of our app. The users need to register with us and then they can use the app. The user needs to input the first name, last name, phone no, username, DOB, and password. After filling the information on the registration page user now needs to click on the register button.

### 3. Successful registration:



When the user fills the register page form and click on register page he will be redirected to this successful registration page and now he has the option to login into the application by clicking on login page.

### 4. Login page:



This is the login page of our app. The registered user needs to enter their username and the password to login to the app.

## 5. Listen songs page:



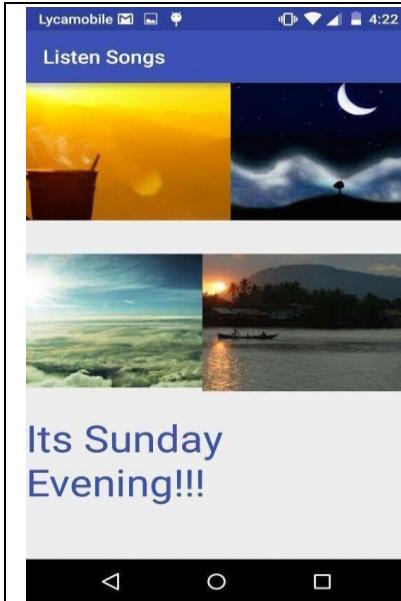
This is initial page of our music application app after the user logs in. In this page, one can see the all the features involved in this app. At first, all songs in which we can see all types of songs that we can select randomly. Then, New songs where all the latest songs will be played. Next, Time based songs which are shown below. One more type is old songs where all old songs can be seen. At last, moods and genres feature is included in songs were classified based on type of mood and genre.

## 6. All songs page:



This is the screenshot taken when the user selects a category of "All songs". Out of all songs he can select any one he wishes to listen.

## 7. Time based songs:



This is next page when we choose “Time Based Songs”. Here we have four choices to opt the part of the day to listen related songs. They are:

- Morning time
- Noon Time
- Evening Time
- Night Time

## 8. Playing Song from Time Based Song:



This is the screen shot of a song while it is playing from Evening Based Songs.

## 9. MOODS/GENRE Home Page:



This is initial page when we opted Moods and Genres category. Here we have six sub kinds to choose the present mood, basing on the genre songs are played. Sub kind are:

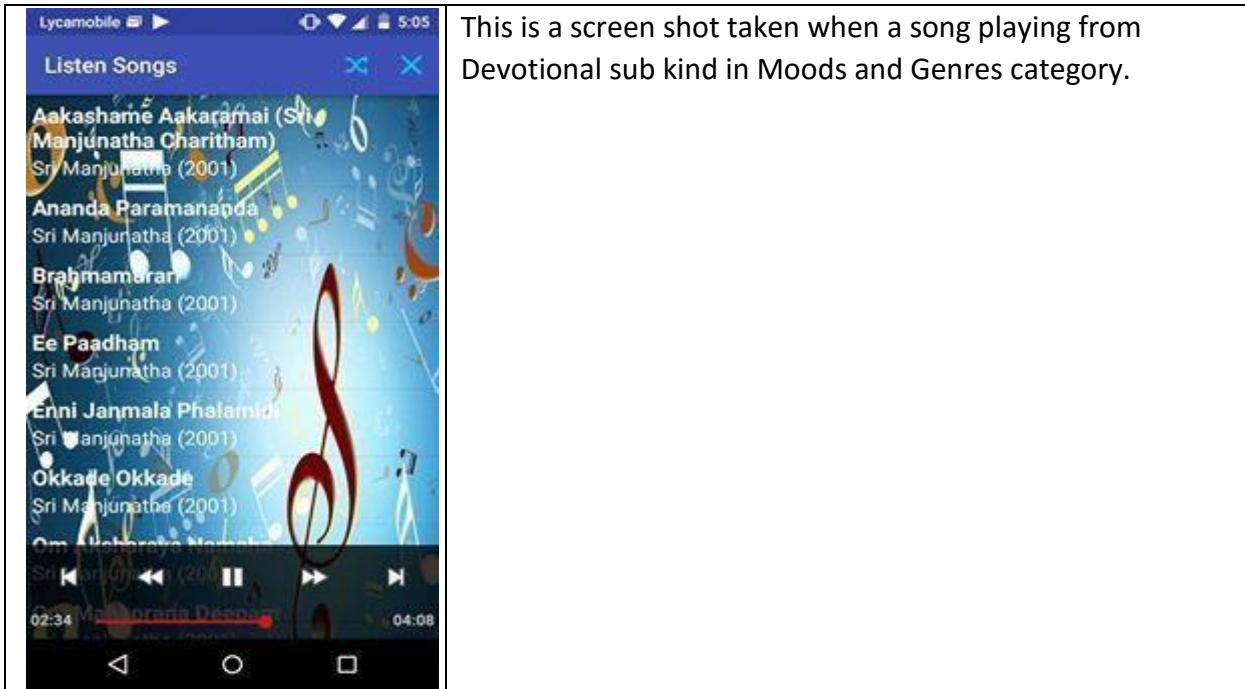
- Instrumental
  - Rock
  - Pop
  - Devotional
  - Classics
  - Party

## 10. Songs page of moods(Devotional):



This is list of songs out of all sub kind Devotional in moods category.

## 11. Playing Song from Devotional sub kind from Moods category



## 3. Error recognition and handling

### Incorrect credentials:

If user inputs wrong login credentials, then alert will pop up. In that case, the user should retype the correct credentials in order to login. During fb login if you give wrong credentials it will again ask you to re-enter which is an inbuilt feature from facebook SDK itself.

### Songs classification:

Here the songs are classified into different genres or year in the application. Consider the OLD songs, here you need to have the old songs in your phone then only the old songs will be played. The same applies to the new songs as well. Here when you the songs meta data to classify the songs based on the year, there are some songs exist which don't have year in them. In such case those songs will not be listed out.

# Project Management Report

## Team 5: Music Player

Our project is Music player app which is developed in android studio. In this application when we had started project plan we had thought to develop a music player which can give song recommendations.

This app should also include the basic feature of music player which was our initial requirement. We had planned to this in an agile model of development for doing this application. Let me first give overview our initial plan in short description.

**Initial plan:** We had planned for basic music player app, classification of songs based on moods and genres. Song recommendations based on user choice i.e contextualization. We had also planned to provide an fb login as well as normal registration login for the users.

### **Increments and Implementation during each phase:**

#### **Increment 1:**

In the first increment we started created the basic needs of our application with respect to software design and architecture of our app.

During this phase we had successfully drawn wireframes, design, and UML diagrams. We had done the document by working in team. Each of us worked on designing the complete architecture and all diagrams.

#### **Increment 2:**

In the second increment we had planned for the developing app in terms of basic music player which plays songs from your phone.

During this phase we had able to meet this requirement as we developed the music player with simple feature. Vilas had contributed in developing the code for this phase.

#### **Increment 3:**

In the third increment we had further continued to classify the songs based on moods and genres taken the inspiration from Saavn which converts songs into different moods like instrumental, classic, etc.

During this phase we were successfully able to develop the requirement of classifying the songs. Vilas had contributed with respect to code for classification of the songs with respect to each classification. Dinesh and Ranjitha themselves contributed with respect to complete design the User interface in better way than it was in the previous increment.

#### **Increment 4:**

In the fourth increment we focused on our main motto that is contextualization. Songs suggestion for user. Registration using sqlite and fb login for the app.

During this we had started working on the categories based on the day time and suggesting the user about songs for morning, afternoon, evening and night. We had successfully able to complete this task and we were able to classify and suggest the songs based on day time. We had also completed coding for the registration and fb login.

We were finally able to achieve what our initial plan was. We were happy with what we had developed so far. But still we had some little time after 4<sup>th</sup> increment, so we had continued to think what else can be done to this app. We had got the idea in the last phase after 4<sup>th</sup> increment that to classify the songs based on the year. i.e OLD songs and latest songs. We were successfully able to the code for this final thought -and implemented it. Vilas had contributed with coding for this year based classification.

#### **Overall and Future scope:**

Over all about this app, we had satisfied as we met the requirements which we had planned earlier. We had started well and in between we had few issues in implementing the app, but still we had continued further and did our best to accomplish this project. We had learnt a lot during this process of development. In future we will use this agile model of development in projects. Agile model is a good software model to use in developing applications.

If this was a real time project, we would further like to add the songs suggestion to the user based on their age which they will during their registration. Another feature like sending the songs to the friends through social media. Cloud storage of the songs and accessing them and playing when in need.

#### **Overall team contribution:**

Vilas Mamidyalu (25) –40%

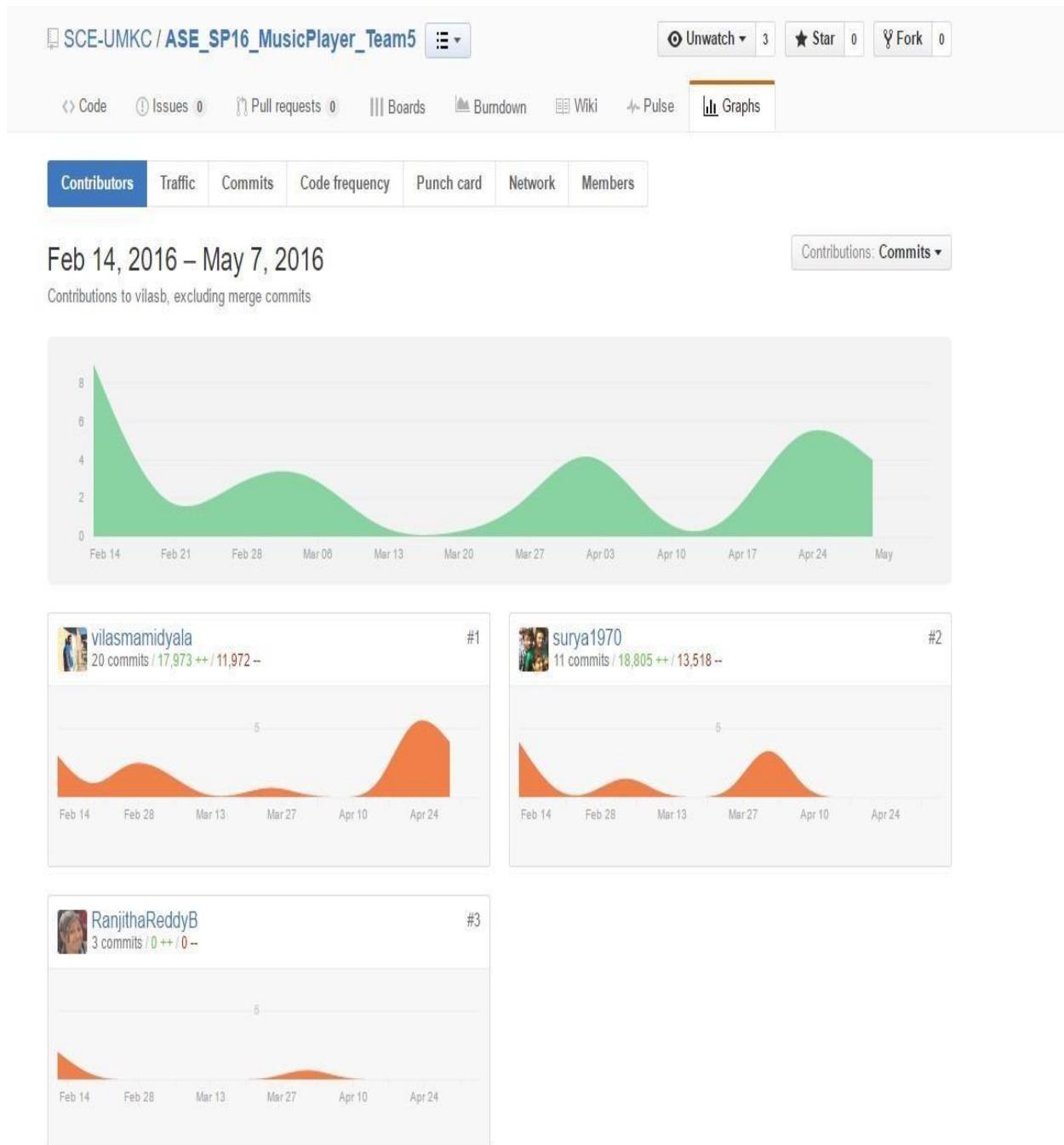
Dinesh Reddy Bandam (4) –30%

Ranjitha reddy Bhumi Reddy (5) –30%

**Contribution:**

Project Artifacts	Team: Vilas, Dinesh, Ranjitha
Projects Plan	ALL
UML Diagrams, Wireframes & Architecture diagram	ALL
Handling Database(SQLite)	Vilas
Layouts design	Dinesh and Ranjitha
Project Reports	Dinesh and Ranjitha
Implementation (Coding & Unit testing)	Vilas
System Testing	Ranjitha
App Maintenance	ALL

## Github Images:



## Issues:

The screenshot shows a Jira issue list for the project "ASE\_SP16\_MusicPlayer\_Team5". The interface includes a header with project name, Unwatch (3), Star (0), Fork (0) buttons, and navigation links for Code, Issues (0), Pull requests (0), Boards, Burndown, Wiki, Pulse, and Graphs. Below the header are filters (is:issue is:closed), Labels, Milestones, and a New issue button. A clear search query link is also present.

Issue Type	Title	Labels	Comments
enhancement	time based songs classifier	①	2
enhancement	Make changes to the wireframes	enhancement ②	2
enhancement	Make changes to the code for the app	enhancement ③	1
enhancement	Make changes to the proposal document	enhancement ①	2
enhancement	Make changes to the state chart diagrams	enhancement ①	2
enhancement	Make changes to the sequence diagrams	enhancement ②	1
enhancement	Make changes to the class diagrams	enhancement ②	2
bug	login invalid	bug ①	1
	wireframes	②	3
	state diagrams	①	3

## **Homepage:**

No description or website provided.

Branch: vilasb [New pull request](#) [New file](#) [Upload files](#) [Find file](#) [HTTPS](#) <https://github.com/SCE-UM> [Download ZIP](#)

vilasmamidyala	Update README.md	Latest commit 86003f0 2 days ago
Documentation	changes to repo for its classification	3 days ago
Source/Application	changes to repo for its classification	3 days ago
README.md	Update README.md	2 days ago

[README.md](#)

## Music player application

This is about Music player app developed in android studio. Now a days we have many music player applications but still we are not having some limitations. In this app we are keeping the features as said below:

This is a music player application which has different songs suggestion and classification to the user. User gets all the songs from the internal memory storage and SD card present in the smart phone. Songs were classified as new songs which are currently in trend and old songs which are from the olden days. Songs suggestion based on Time i.e with respective to morning, afternoon, evening and night. Other classification is based on Moods and Genres. Instrumental Rock Pop Devotional Classics Party

youtube link for video demo:

<https://www.youtube.com/watch?v=ZFy5MCaaW8>

Thanks

## **GitHub link:**

[https://github.com/SCE-UMKC/ASE\\_SP16\\_MusicPlayer\\_Team5](https://github.com/SCE-UMKC/ASE_SP16_MusicPlayer_Team5)

## Project Proposal – Music Player

### **Objective:**

In today's scenario, it is quite common to get refreshment over this competitive and workaholic world. One might have a constant search of relaxation through various form of entertainment. Out of all those, listening to music has become the best way to switch to normal mode instantly. Thus, here we are creating an application which works for the same purpose as discussed above with many functionalities and giving access to users to choose whatever they want.

### **Project Goals:**

Our application involves many functionalities like categorizing the songs based on timings and the type of song. We do have both facilities like listening the song from internet or else can download and listen if user wants for long time listening.

### **Inbuilt Functions:**

- Library which has many kinds of selections.
- Library also contains Albums, Favorites, Recent, Downloads, Pop, Rock and Classic.
- Each category has its own tracks internally.
- All these categories do have again inner list of those songs which provides inner details of each song like singer, movie, song Id, and the date it was released in to market.

### **Operative Path:**

**Step1:** User needs to be login the app. If one is a new visitor to the app he has to get register himself in to the app so that he can access all the facilities of the application.

**Step2:** In order to get any kind of song, we need to open library and then need to select the type of category.

**Step3:** As soon as he selected the type of category, he will be given many options in that category to choose and many details regarding the song will be displayed.

**Step4:** Upon his selection after considering all these classifieds, there are two options like Download and play now in front of him to choose with.

**Step5:** Out of those two, basing on his interest and usage he may choose one of that or both to proceed with.

**Step6:** He can upload a new song to the application if he really would like to as he can be provided with Upload option.

### **Project Goals:**

- Creating a user login page to those who has already account with previous registration.
- Creating another registration for those who do not have account.
- Designing the home page in which one can see all the classifieds listed in the app.
- This home page should be in a way that Out of selection, each song has its own functionalities like play, pause, next song and previous song which work upon a single click.
- We need to add functionality that all the songs will be displayed as we listed internally and under each list there might be a sub list to choose more options.

- Assigning store data provides choosing play list option, user can get all the previously played and recently played songs with his account credentials.
- One more extra feature that we are supposed to include is sharing option. Here, our applications has been designing in a manner to share all the social network options like Facebook, Twitter, LinkedIn and WhatsApp.

#### **Tools, Languages and Softwares' Required :**

Android studio and Eclipse

Java

DB: SQ lite

HTML, CSS3, ANGULARJS.

## **FIRST INCREMENT REPORT – MUSIC PLAYER**

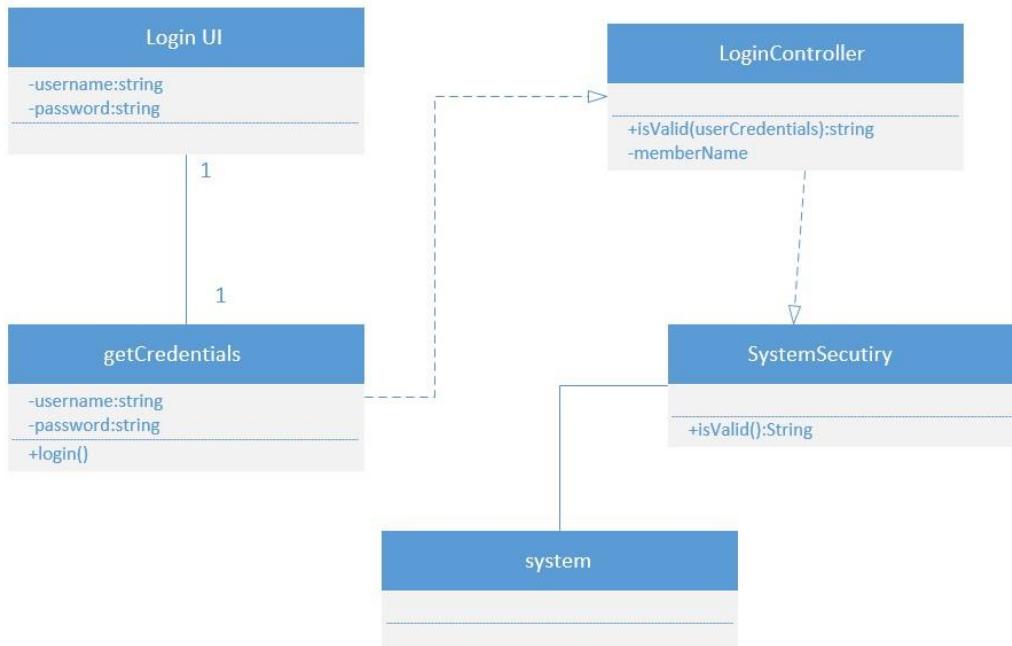
### **1. Introduction:**

This topic of developing a music app has come from the various reviews taken from the people who are continuously involving in work without any rest. Those people almost 80% of the people needs to get refreshment in order to soothe themselves from those work tensions will be getting relaxation upon listening to music. Basing on such benefits and with an intension to relieve such kind of people to be like getting relief, we are introducing this application. In this application, one can have many options to select songs and various varieties upon their interest. Many extra features will be added to our project like sharing the song which he wants to forward through social media like Facebook, WhatsApp and many available sources.

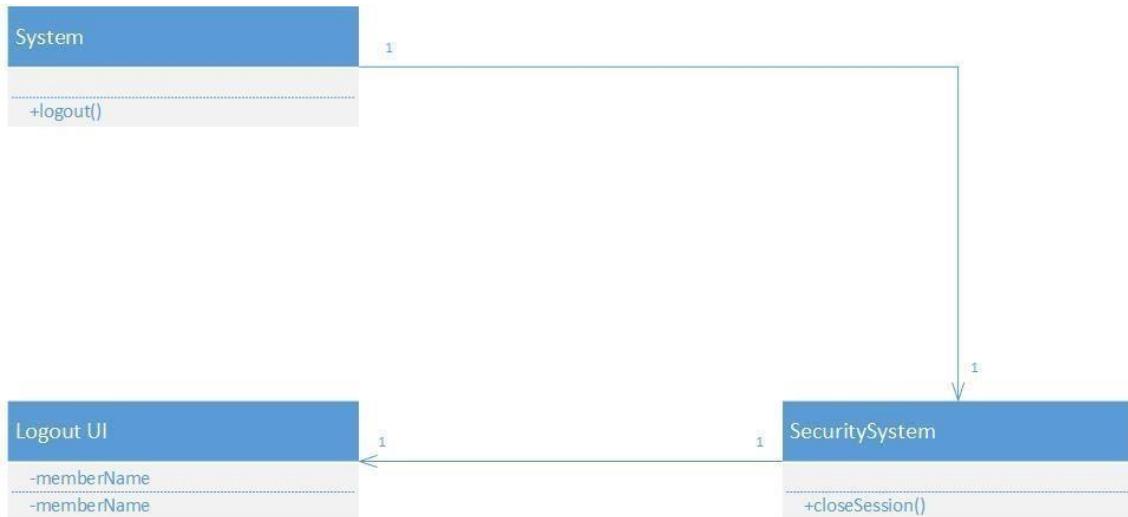
### **2. UML**

#### **2.1 UML Class diagram**

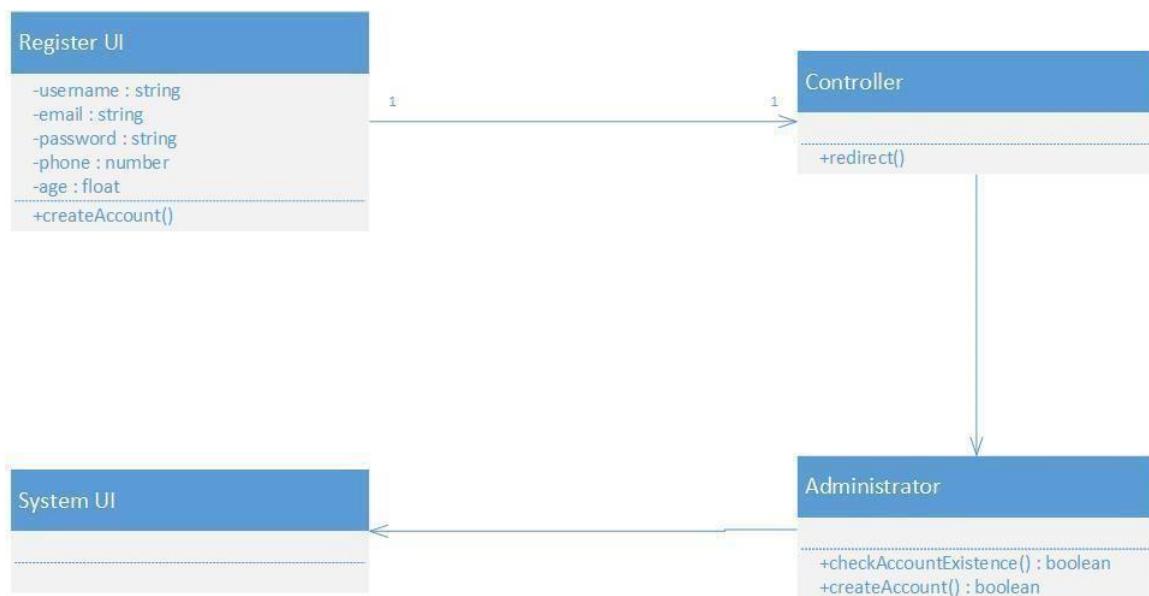
##### **2.1.1 Login Page**



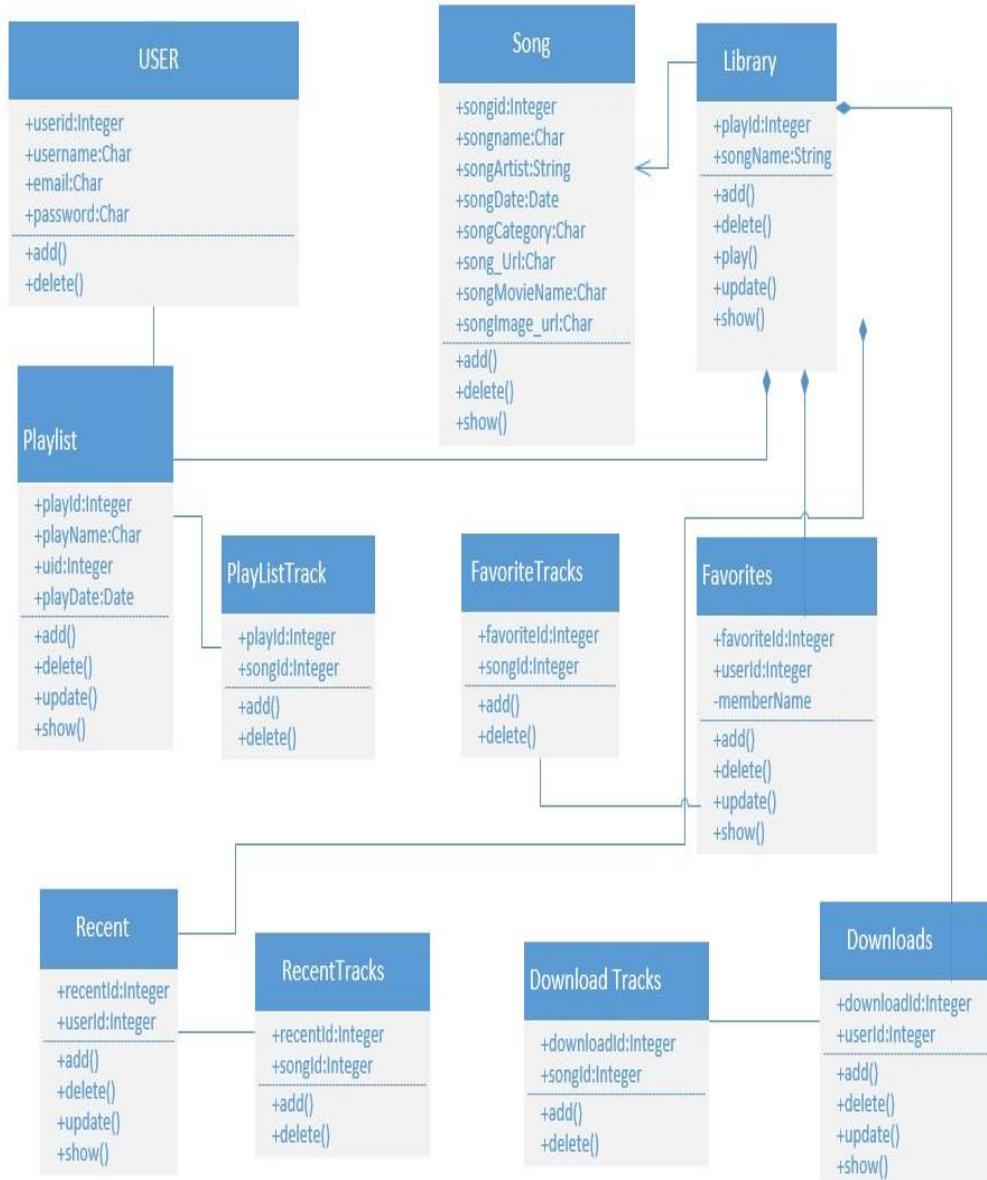
### 2.1.2 Logout\_Activity



### 2.1.3 Registration\_Activity

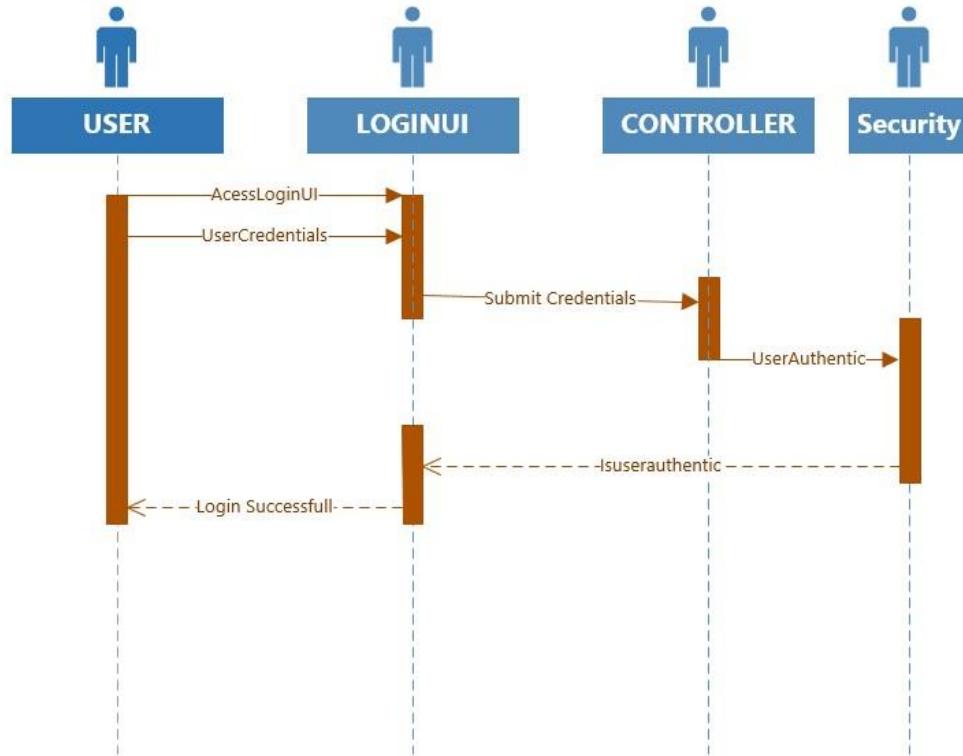


### 2.1.4 Music player

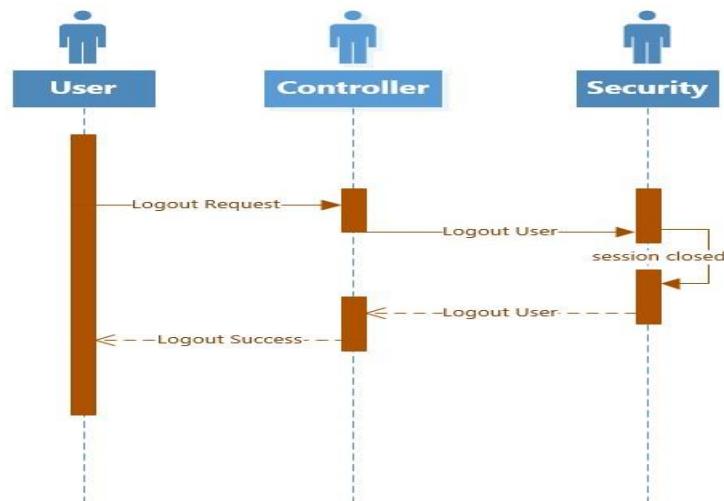


## 2.2. UML Sequence diagram

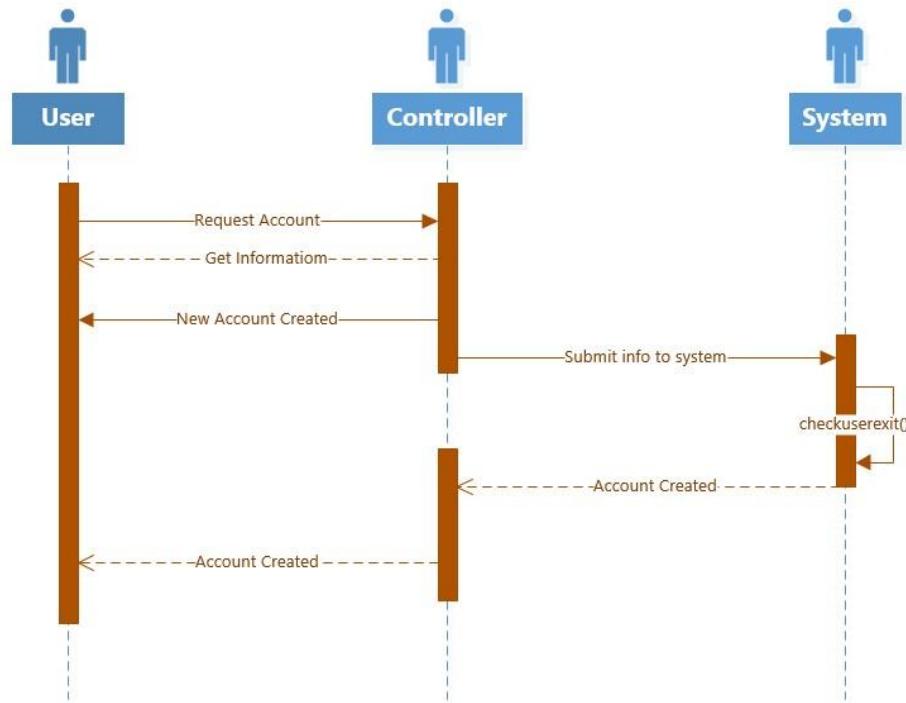
### 2.2.1. Login



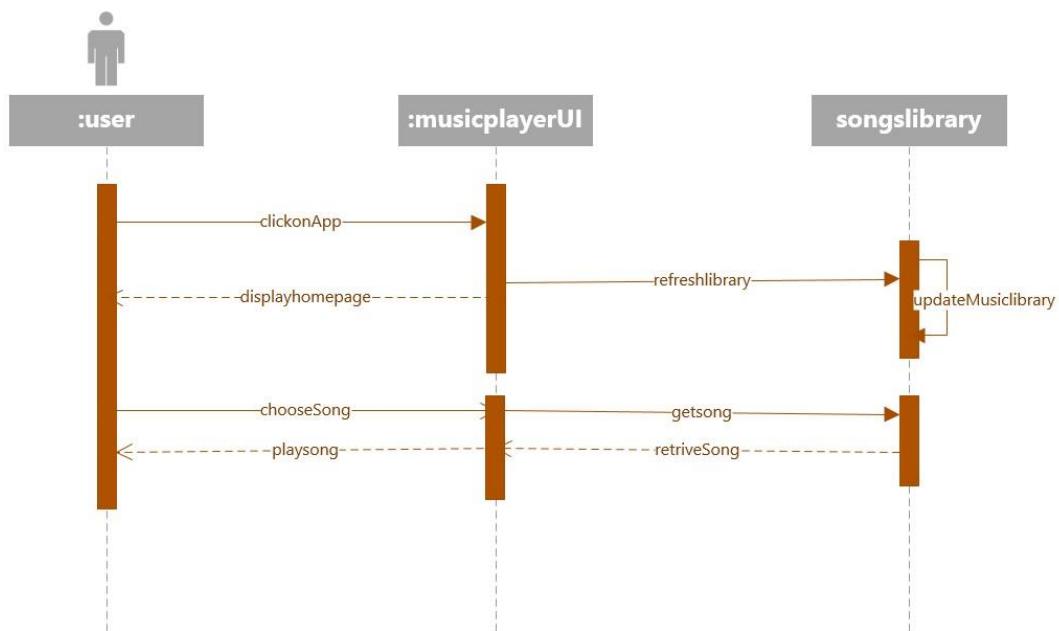
### 2.2.2. Logout



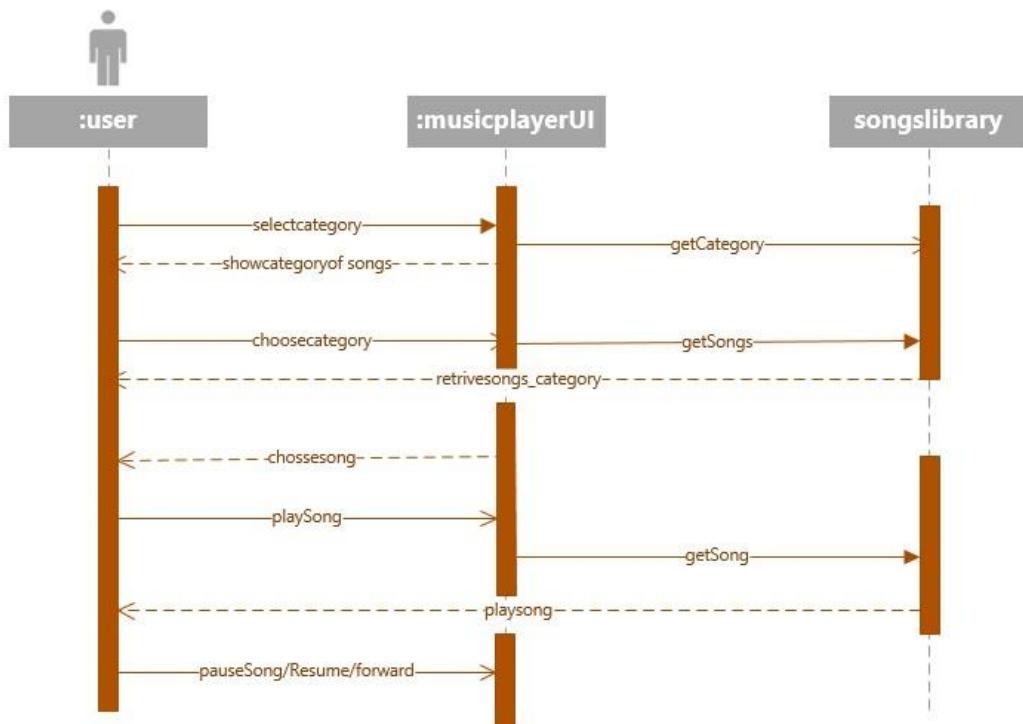
### 2.2.3. Registration



### 2.2.4. Music Player

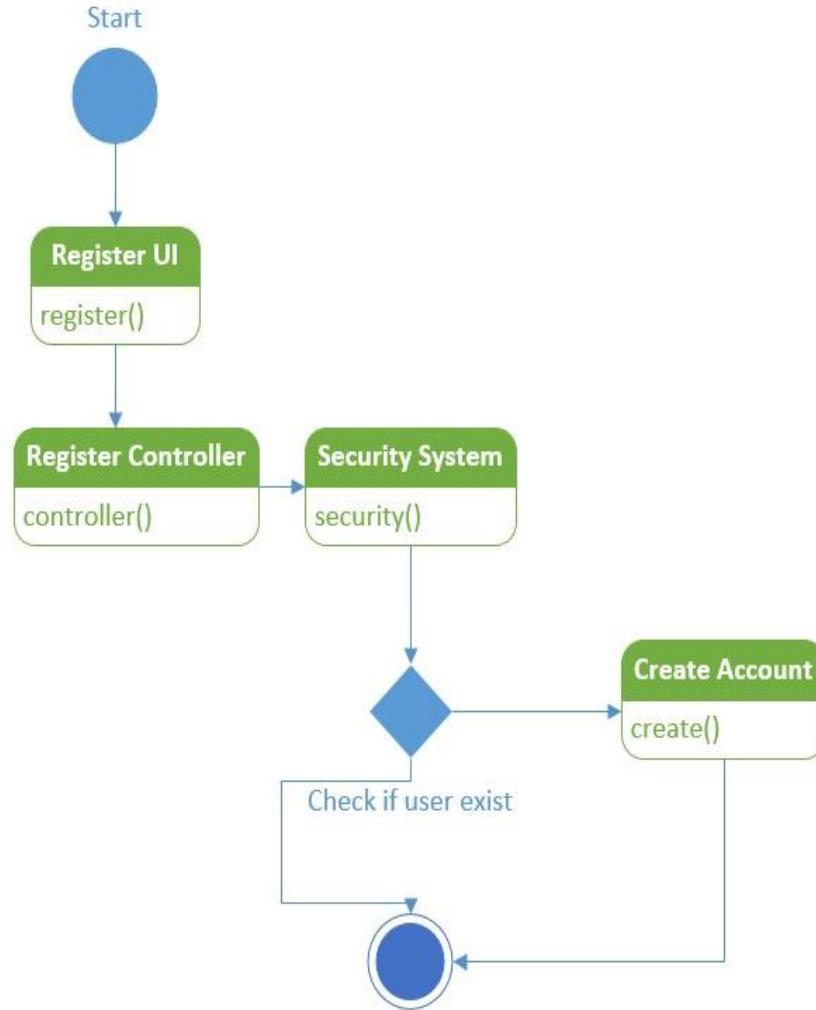


### 2.2.5. Music\_player2



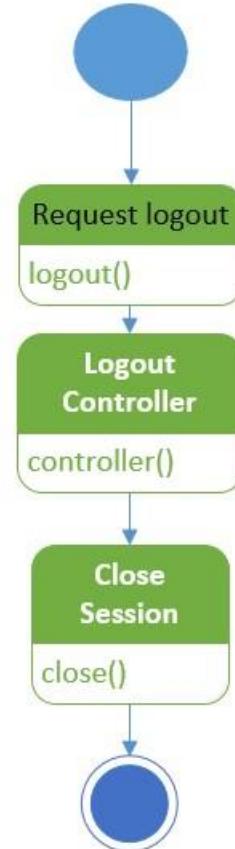
### 2.3. UML State Diagram

#### 2.3.1. Login\_



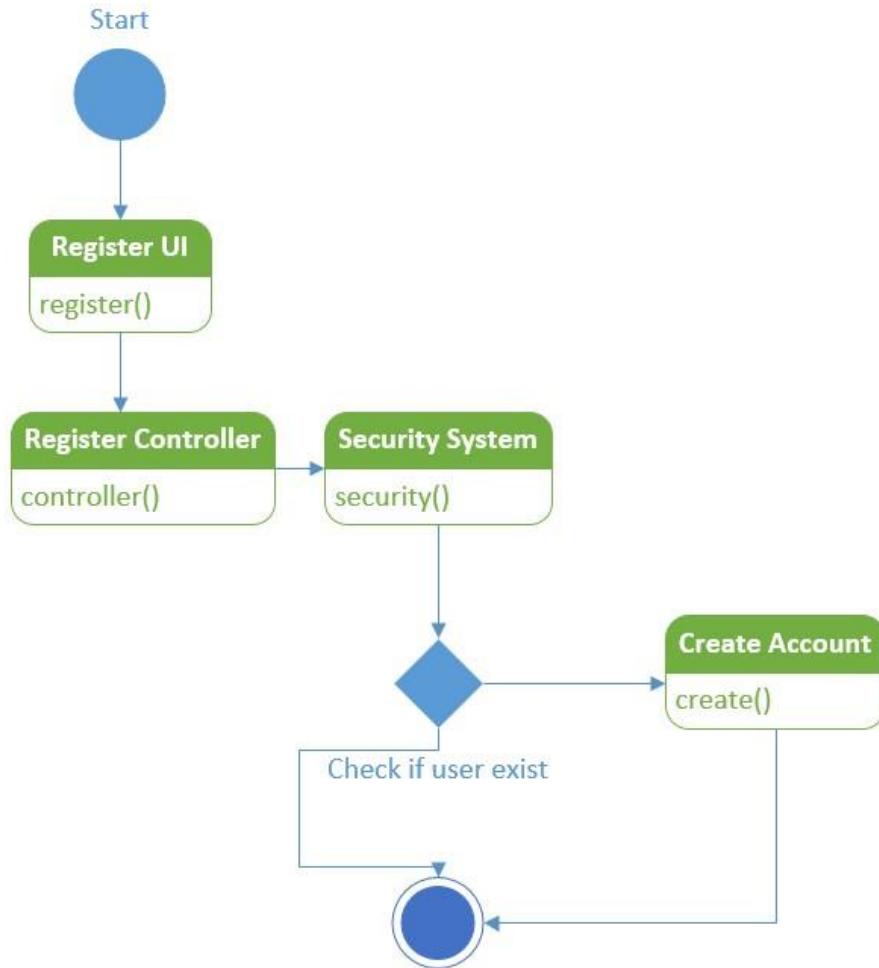
### 2.3.2. Logout

Start



Stop

### 2.3.3. Registration



### 3 Wireframes For Music player

#### 3.1 LOG\_IN

**Login**

Username :

Password :

**Login**      **Register**

#### 3.2 Registration

**Register**

First Name :

Last Name :

Username :

Password :

Phone No :

Age

Email ID :

**Register**      **Cancel**

### 3.3 Music player

Music
Item 1
Sub Item 1
Item 2
Sub Item 2
Item 3
Sub Item 3
Item 4
Sub Item 4
Item 5
Sub Item 5
Item 6
Sub Item 6
Item 7
Sub Item 7

### 3.4 Music player search activity wireframe

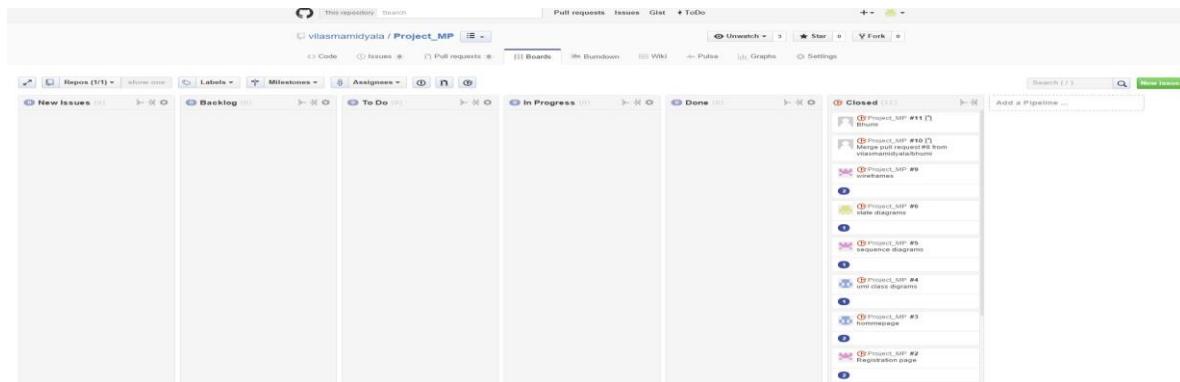
SearchResultActivity	
Item 1	Item 2
Sub Item 1	Sub Item 2
Item 3	Item 4
Sub Item 3	Sub Item 4
Item 5	Item 6
Sub Item 5	Sub Item 6
Item 7	Item 8
Sub Item 7	Sub Item 8

### 3.5 Music player\_Category

Geners
Rock
Rock Songs
Cinematic
Cinematic Songs
Jazz & Blues
Jazz& Blue Songs

## 4 Architecture/Design

### 4.1. ZenhubTool



Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 4.2 Issues

The screenshot shows a GitHub repository interface for 'vilasmamidyal / Project\_MP'. The 'Issues' tab is selected, showing 7 closed issues. A search bar at the top indicates the query 'is:issue is:closed'. The issues listed are:

- wireframes** #9 opened an hour ago by surya1970
- state diagrams** #6 opened 4 hours ago by vilasmamidyal
- sequence diagrams** #5 opened 4 hours ago by vilasmamidyal
- uml class diagrams** #4 opened 4 hours ago by vilasmamidyal
- homepage** #3 opened 4 hours ago by vilasmamidyal
- Registration page** #2 opened 4 hours ago by vilasmamidyal
- Loginpage** #1 opened 4 hours ago by vilasmamidyal

Each issue has a small profile picture, a comment count (e.g., 3, 4, 5), and a 'View' link.

### 4.3 Milestones for App

Milestone	Due Date	Last Updated	Status
wireframes	February 19, 2016	40 minutes ago	100% complete (0 open, 1 closed)
design class diagram	February 19, 2016	about 1 hour ago	100% complete (0 open, 1 closed)
design sequence diagrams	February 19, 2016	44 minutes ago	100% complete (0 open, 1 closed)
design state diagram for music player	February 19, 2016	42 minutes ago	100% complete (0 open, 1 closed)
create login page	February 19, 2016	about 2 hours ago	100% complete (0 open, 1 closed)
create registration page	February 19, 2016	about 1 hour ago	100% complete (0 open, 1 closed)
home page	February 19, 2016	about 1 hour ago	100% complete (0 open, 1 closed)

### 4.4 Bug in Zenhub tool

**login invalid #15**

**Closed** surya1970 opened this issue a minute ago · 1 comment

**surya1970** commented 22 seconds ago

Collaborator +1

login validation failed

**surya1970** added the **bug** label 22 seconds ago

**surya1970** commented 22 seconds ago

Collaborator +1

this bug will be fixed after implementation

**surya1970** closed this 22 seconds ago

**Pipeline**  
New Issues

**Labels**  
**bug**

**Milestone**  
No milestone

**Estimate**  
No estimate yet

**Assignee**  
No one—assign yourself

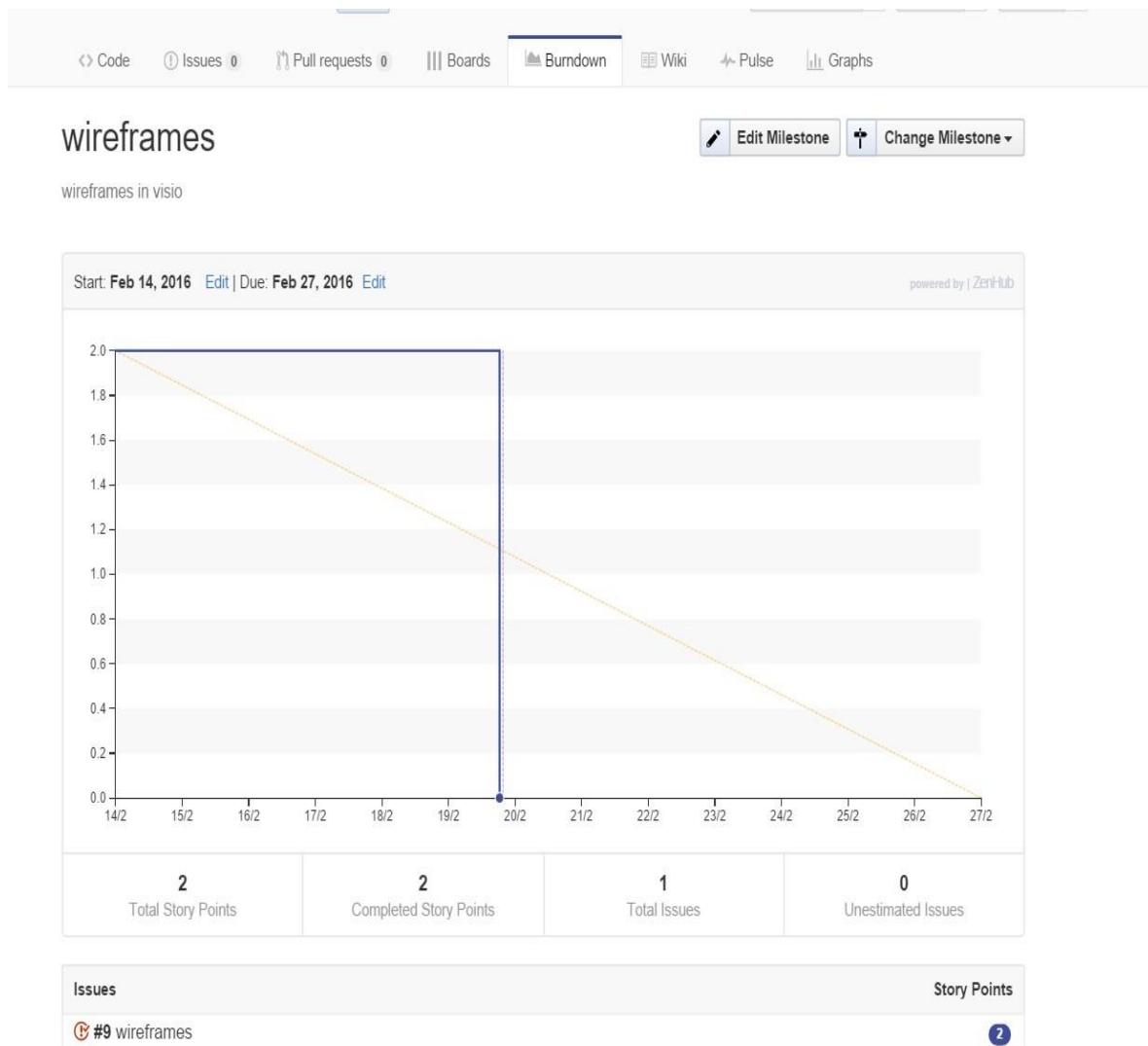
## 4.5 Github

Three branches: vilasb, dineshb, and bhumi:

[https://github.com/vilasmamidyal/Project\\_MP/issues#boards?repos=51563174](https://github.com/vilasmamidyal/Project_MP/issues#boards?repos=51563174)

[https://github.com/vilasmamidyal/Project\\_MP](https://github.com/vilasmamidyal/Project_MP)

## 4.6 Burndown graph:

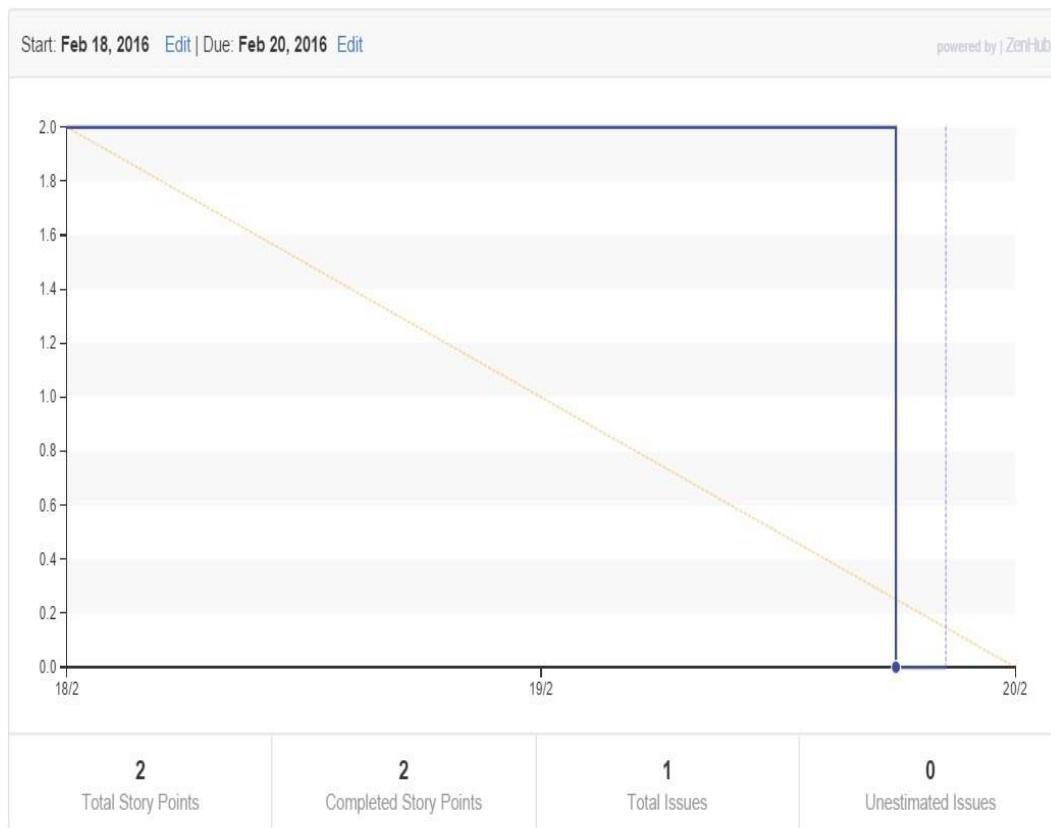


Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## home page

 Edit Milestone  Change Milestone ▾

home page layout development



## **5. Project Plan – MusicPlayer**

### **1 Project Introduction**

#### **Objective:**

In today's scenario, it is quite common to get refreshment over this competitive and workaholic world. One might have a constant search of relaxation through various form of entertainment. Out of all those, listening to music has becoming the best way to switch to normal mode instantly. Thus, here we are creating an application which works for the same purpose as discussed above with many functionalities and giving access to users to choose whatever they want.

#### **Project Goals:**

Our application involves many functionalities like categorizing the songs based on timings and the type of song. We do have both facilities like listening the song from internet or else can download and listen if user wants for long time listening.

#### **Inbuilt Functions:**

- Library which has many kinds of selections.
- Library also contains Albums, Favorites, Recent, Downloads, Pop, Rock and Classic.
- Each category has its own tracks internally.
- All these categories do have again inner list of those songs which provides inner details of each song like singer, movie, song Id, and the date it was released in to market.

#### **Operative Path:**

**Step1:** User needs to be login the app. If one is a new visitor to the app he has to get register himself in to the app so that he an access all the facilities of the application.

**Step2:** In order to get any kind of song, we need to open library and then need to select the type of category.

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

**Step3:** As soon as he selected the type of category, he will be given many options in that category to choose and many details regarding the song will be displayed.

**Step4:** Upon his selection after considering all these classifieds, there are two options like Download and play now in front of him to choose with.

**Step5:** Out of those two, basing on his interest and usage he may choose one of that or both to proceed with.

**Step6:** He can upload a new song to the application if he really would like to as he can be provided with Upload option.

### **Project Goals:**

- Creating a user login page to those who has already account with previous registration.
- Creating another registration for those who do not have account.
- Designing the home page in which one can see all the classifieds listed in the app.
- This home page should be in a way that Out of selection, each song has its own functionalities like play, pause, next song and previous song which work upon a single click.
- We need to add functionality that all the songs will be displayed as we listed internally and under each list there might be a sub list to choose more options.
- Assigning store data provides choosing play list option, user can get all the previously played and recently played songs with his account credentials.
- One more extra feature that we are supposed to include is sharing option. Here, our applications have been designing in a manner to share all the social network options like Facebook, Twitter, LinkedIn and WhatsApp.

### **Tools, Languages and Softwares' Required :**

- Android studio and Eclipse
- Java
- DB: SQ lite
- HTML, CSS3, ANGULARJS.

### **App function**

#### **1.1. Login/logout**

Let user login through username and password. User also can logout whenever they want. If the user forgets password, he/she can retrieve it through email. The system will send the verification code to let the user to reset password.

#### **1.2. Registration**

If a user does not have an account, the user can register. In this step, the user needs to provide personal information to create an account.

### 1.3. Selection

In library page, user can select one of the many options. When one category is selected, the user will first see list of songs under that category. The user can first input the parameters like song id or song name and then know the availability of songs that the app has. The user can also make a record to the database like saving all the recently played songs under play list.

### 1.4. Suggestion:

When user decides what song he wants, he will be provided with many options like play online, download the song and even he has the option to share the song to whom he wants to send through social sites.

### 1.5. History/Reminder

User can see all the recorded and played songs information. The system provides the graphic analysis. Also, the suggestion history is provided as recently played.

## 2. Stories (features): Scenario & Use case specification

### 2.1. Research

Although we have many music apps today, we still miss some functionalities in each app. Considering such cases in order to include all the features in a single app we came up with designing music player. We are including the basic features of a music player along with interesting things like you can share the song in a social network sites. We can also send songs to our friend using this app.

### 2.2. Architecture of the Music Application and its Design

It has divided into two parts: *User Interface design* and *system design*. For **USER INTERFACE design**, it has below User interface specified:

- 1) Register: Design mockup and wireframe for register activity view with user information fields.
- 2) Login: Design mockup and wireframe for login activity view with basic functionality such as user name, password, and login button.
- 3) Music player: Design mockup and wireframe for music player activity view.
- 4) Music player search activity: Design mockup and wireframe for search activity view.
- 5) Music player library activity: Design mockup and wireframe for library activity.

Team 5: Vilas Mamidyalu (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

- 6) Music player playlist activity: Design mockup and wireframe for playlist activity.
- 7) Music player share activity: Design mockup and wireframe for share page activity.

For **system design**, it has below activities:

- 1) Login: Design sequence and state diagrams when a user login into the system.
- 2) Logout: Design sequence and state diagrams for logout scenario.
- 3) Music player home page activity: Design sequence and state diagrams for home page scenario;
- 4) Music player search activity: Design sequence and state diagrams for music player search activity
- 5) Music player library activity: Design sequence and state diagrams for Music player library
- 6) Music player share activity: Design sequence and state diagrams for Music player library

### 2.3. Software and hardware Requirements:

This part includes three tickets:

- 1) Setup database (Hardware): Setting up database with needed schema.
- 2) Setup software development workspace: Setting up GitHub repository and invite collaborators
- 3) Setup Zen hub and other data base tools.

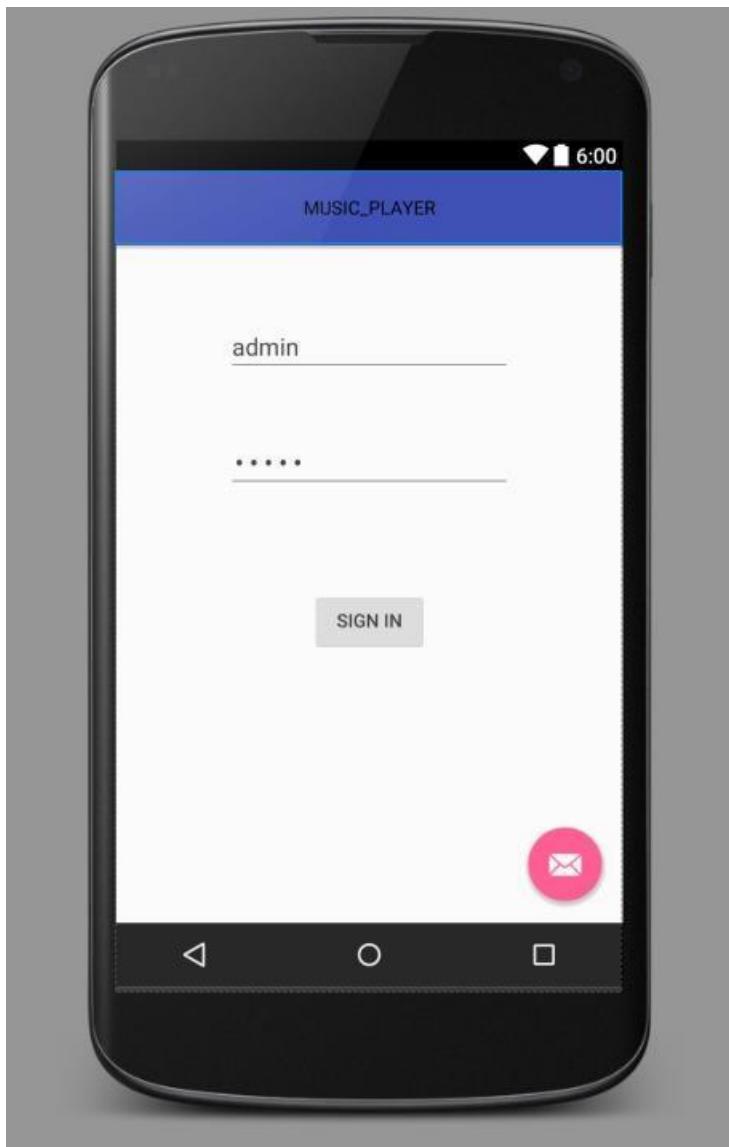
## 2.4. Development

Layouts for currently developed pages:

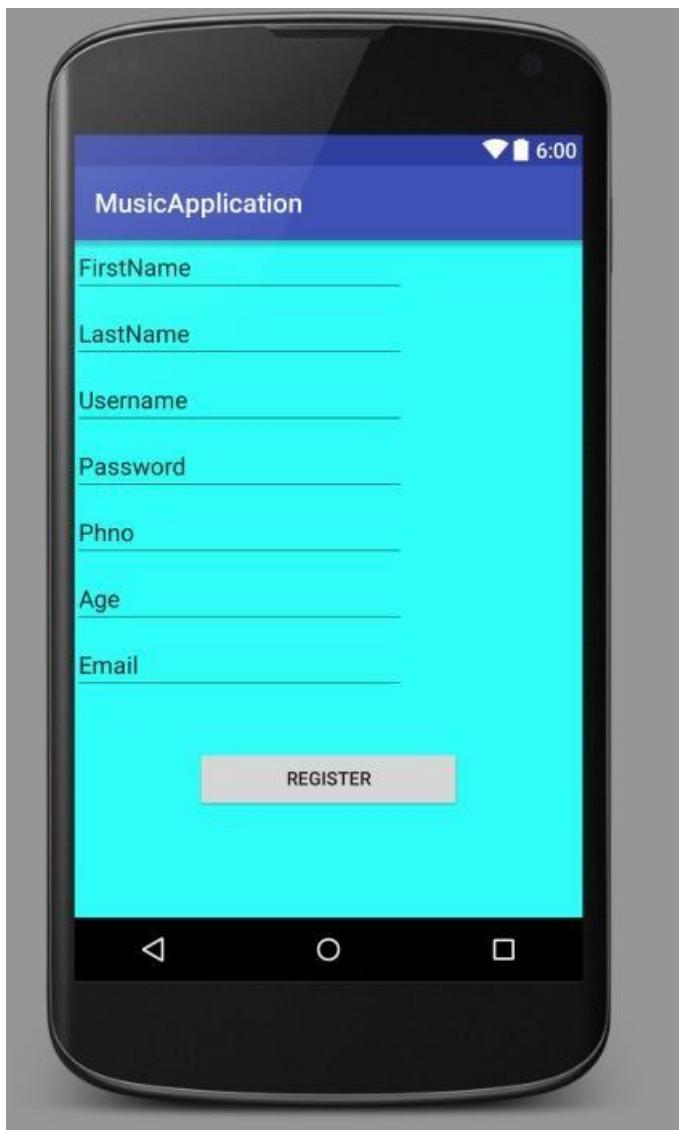
**Login Page:**

**COMP-SCI 5551 (Spring 2016) - Advance Software Engineering**

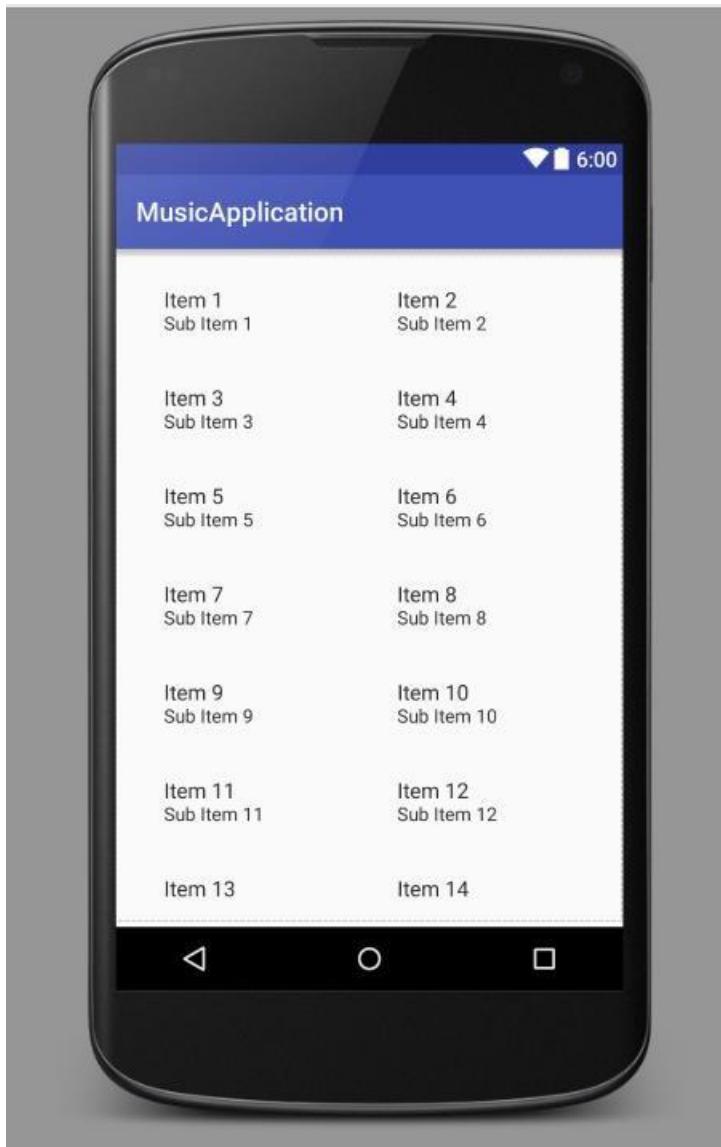
Team 5: Vilas Mamidyalu (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

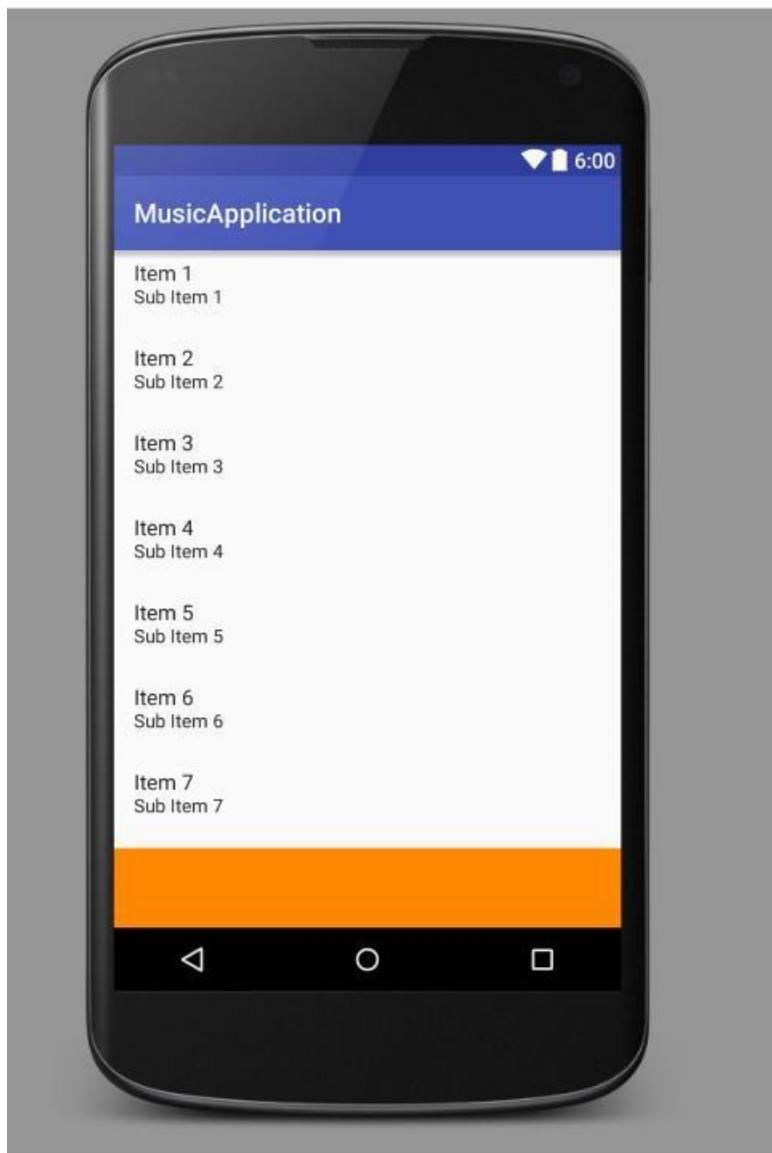


**Registration page:**



**Music application page:**





## 2.5. Bug:

The screenshot shows a GitHub issue page for a repository. The title of the issue is "login invalid #15". The status is "Open" and it was created 22 seconds ago. There are 0 comments. The main content of the issue is a single comment from "surya1970" stating "login validation failed". Below this comment, another comment from "surya1970" adds the "bug" label 22 seconds ago. On the right side of the page, there are sections for "Pipeline" and "Labels". The "Pipeline" section shows "New Issues" and the "Labels" section shows a red box labeled "bug".

## 2.6. Database

We are using the SQLite database as storage and we will use other databases in future if we need other to be added.

### 3. The First Four Increments:

**3.1. Increment 1-- Requirement Analysis and Design the application** 1) Introduction about Music player and collect basic information needed 2) Setup Zenhub Tool and Github for every team member.

- 3) Design class diagrams.
- 4) Design sequence diagrams.
- 5) Design state diagrams.
- 6) Design WireFrames.

### 3.2. Increment 2—Implementation/ System Testing

- 1) Implement Login/logout/Registration/ Registration validation.
- 2) Implement Music player main page.
- 3) Implement Java codes for basic functionalities for the above needs.
- 4) Test Login/logout UI/Registration/Registration validation.
- 5) Test Music player pages.

### 3.3. Increment 3 – Coding/Testing

- 1) Implement Music player other features such as search activity.
- 2) Implement categorization of songs.
- 3) Implement social network sharing.
- 4) Implement playlist page
- 5) Test Music player search activity page.
- 6) Test categorization page
- 7) Test social network sharing page.

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

8) Test playlist page

### 3.4. Increment 4 – Refinement of final GUI

- 1) Refine final GUI for Login page /logout page /Registration page /Registration validation.
- 2) Refine final GUI for Music player home page.
- 3) Refine final GUI for Music player search activity.
- 4) Refine final GUI for Music player categorization of songs.
- 5) Refine final GUI for social network sharing. 6) Refine final GUI for Playlist addition.

## 4. Final Project Timelines, Team Members and their allocation for Task Responsibility

Members and their Responsibilities

Project Artifacts	Team: Vilas, Dinesh, Ranjitha
Projects Plan	ALL
UML Diagram	ALL
Handling Database	Vilas
Initial layouts design	Dinesh and Ranjitha
Project Reports	Dinesh
Implementation	All
System Testing	Ranjitha
App Maintenance	Vilas

Timelines of Project for Music player:

Increments	Tasks
Increment 1	Design class and sequence diagrams needed for music player
Increment 2	Implementation of code (login user, registrations and Music player pages)

## COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Increment 3	Final Code + Testing (Music player songs play, Codec for Music player, playlist addition, search songs and share in social network) and use case execution
Increment 4	Cosmetic changes and deployment

## **SECOND INCREMENT REPORT**

### **MUSIC PLAYER**

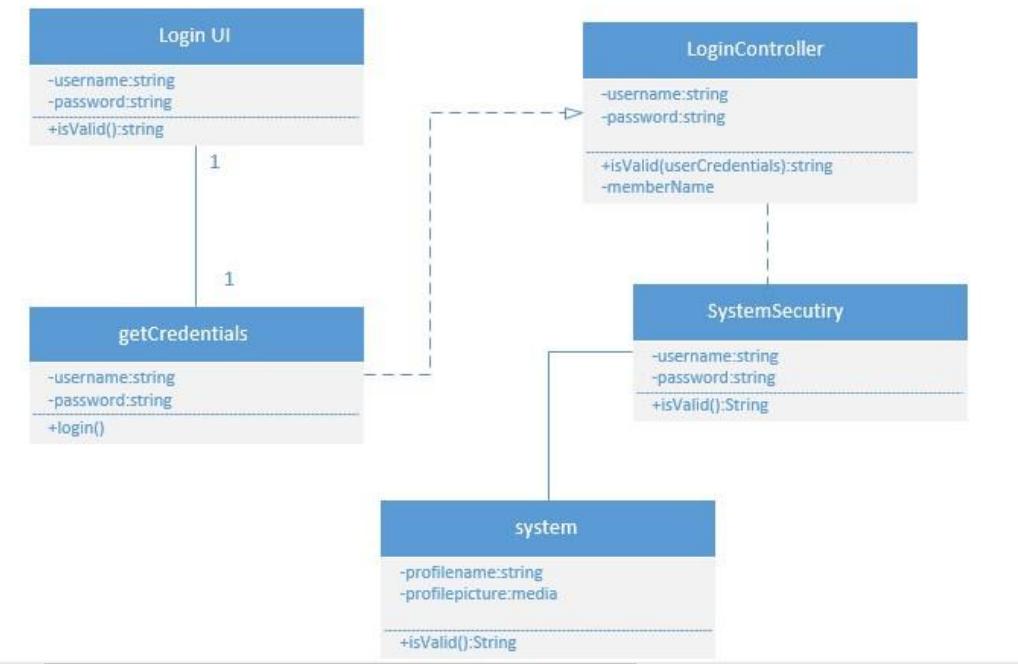
#### **1. Introduction:**

This topic of developing a music app has come from the various reviews taken from the people who are continuously involving in work without any rest. Those people almost 80% of the people needs to get refreshment in order to soothe themselves from those work tensions will be getting relaxation upon listening to music. Basing on such benefits and with an intension to relieve such kind of people to be like getting relief, we are introducing this application. In this application, one can have many options to select songs and various varieties upon their interest. Many extra features will be added to our project like sharing the song which he wants to forward through social media like Facebook, WhatsApp and many available sources.

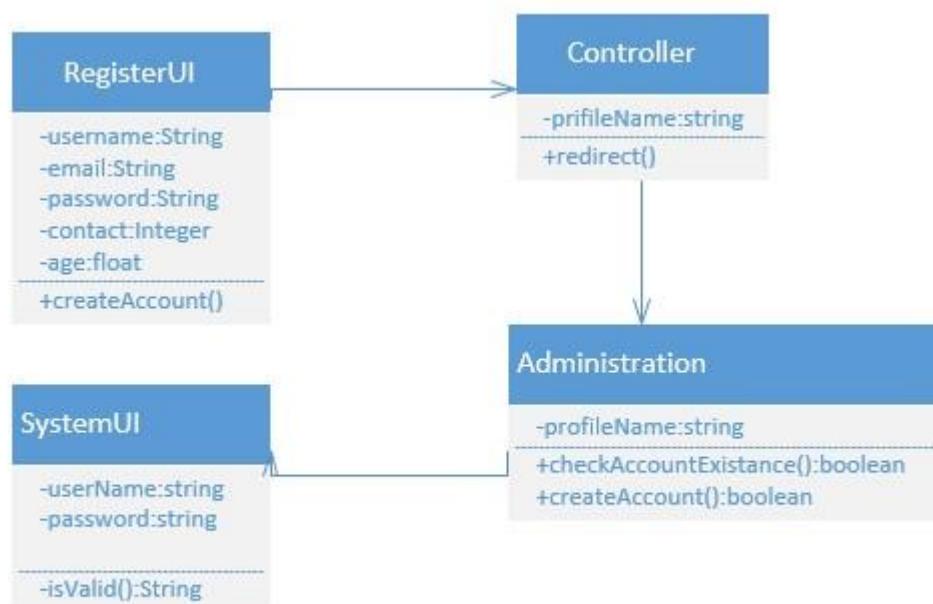
#### **2. UML**

##### **2.1 UML Class diagram**

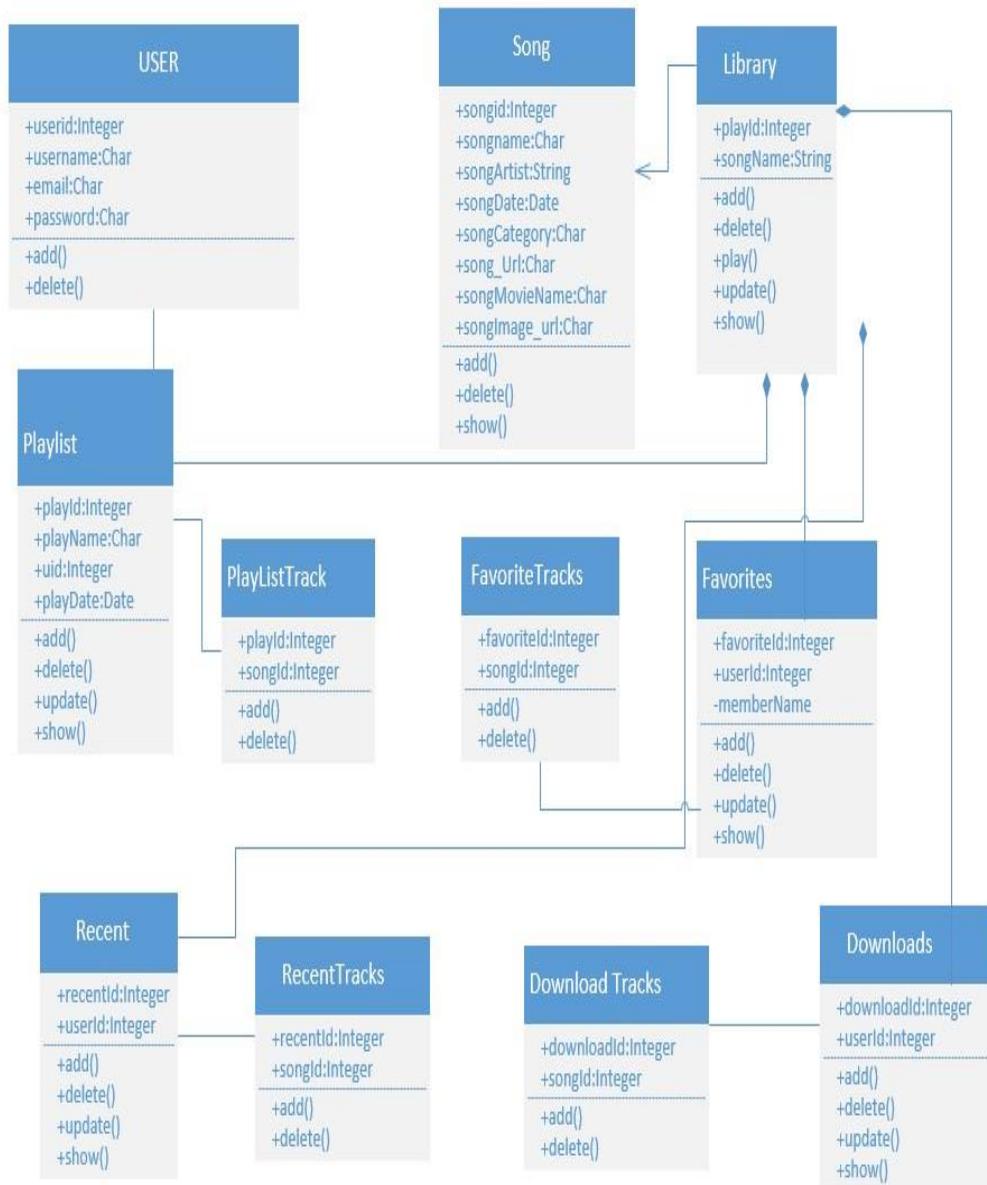
###### **2.1.1 Login Page**



### 2.1.2 Registration\_Activity

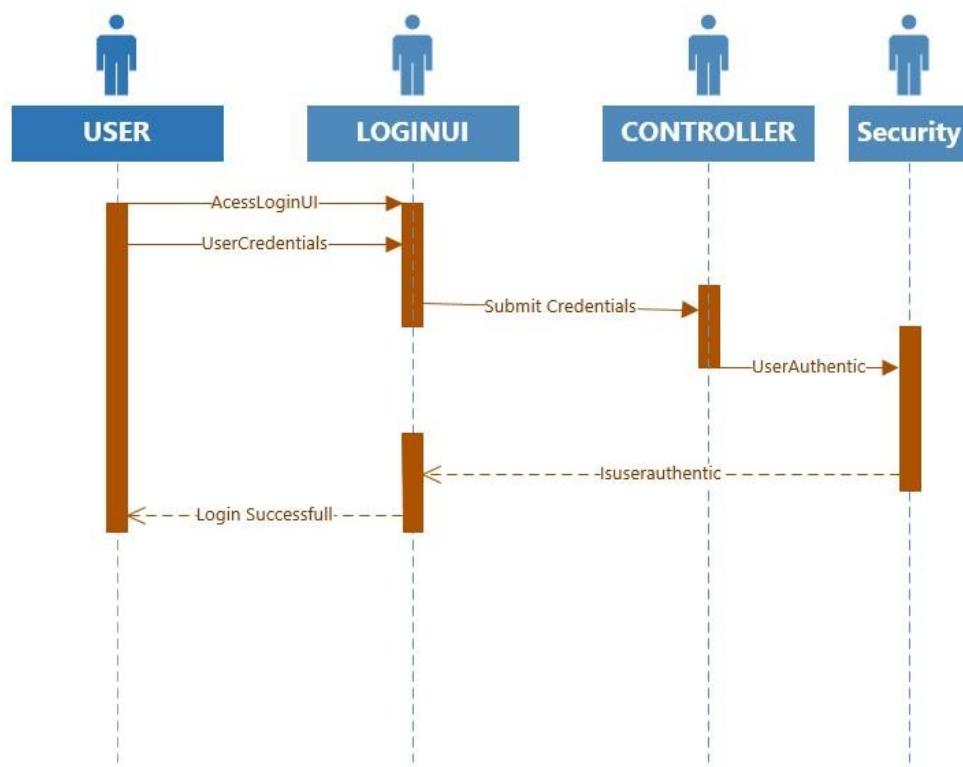


### 2.1.3 Music player

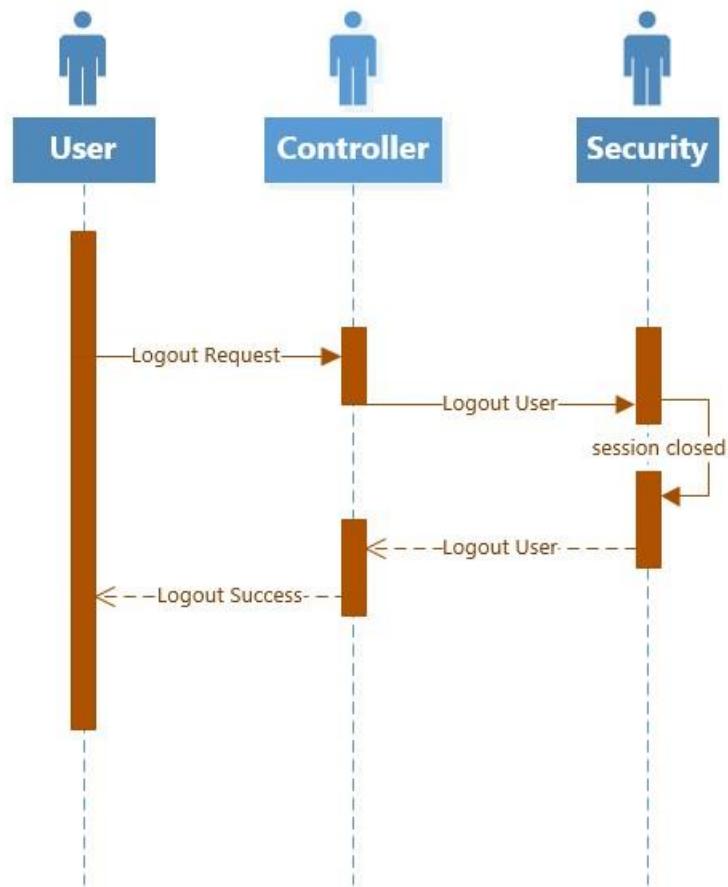


## 2.2. UML Sequence diagram

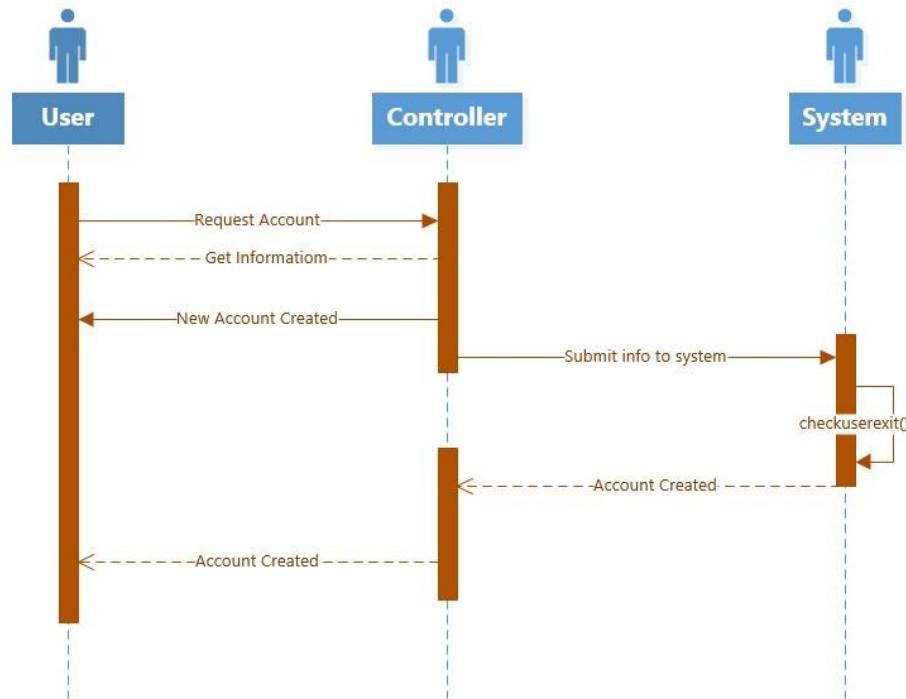
### 2.2.1. Login



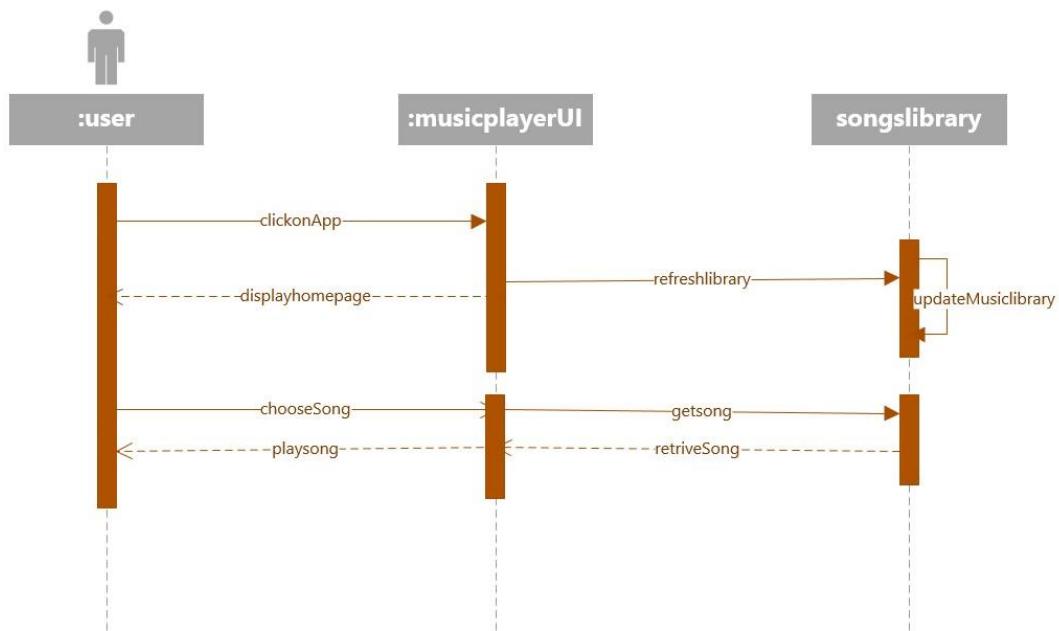
### 2.2.2. Logout



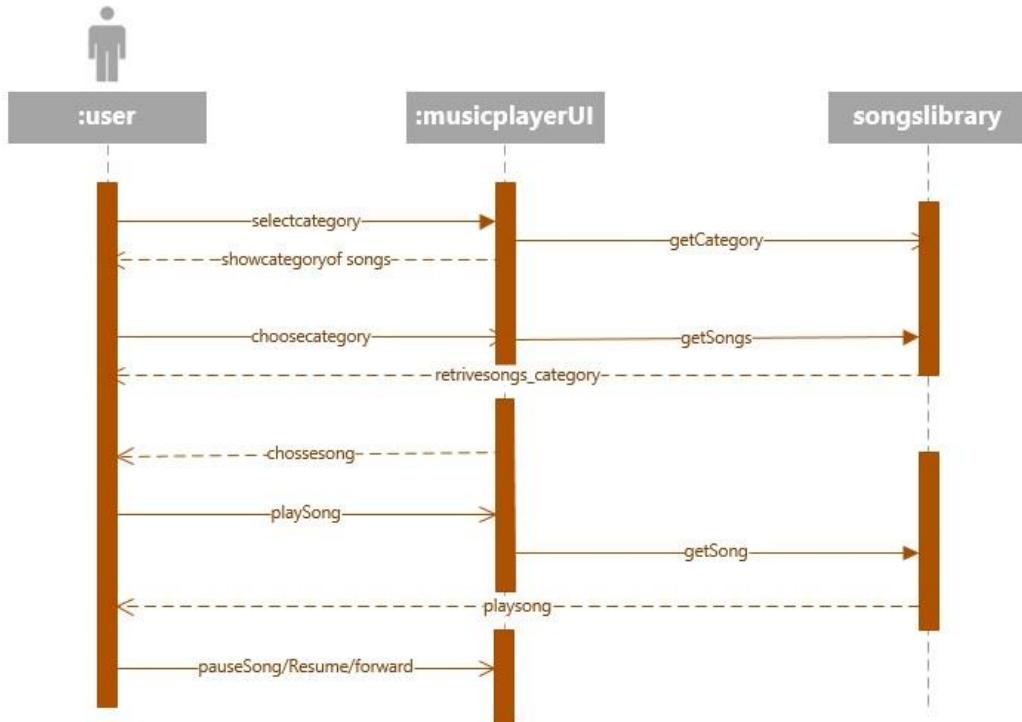
### 2.2.3. Registration



### 2.2.4. Music Player

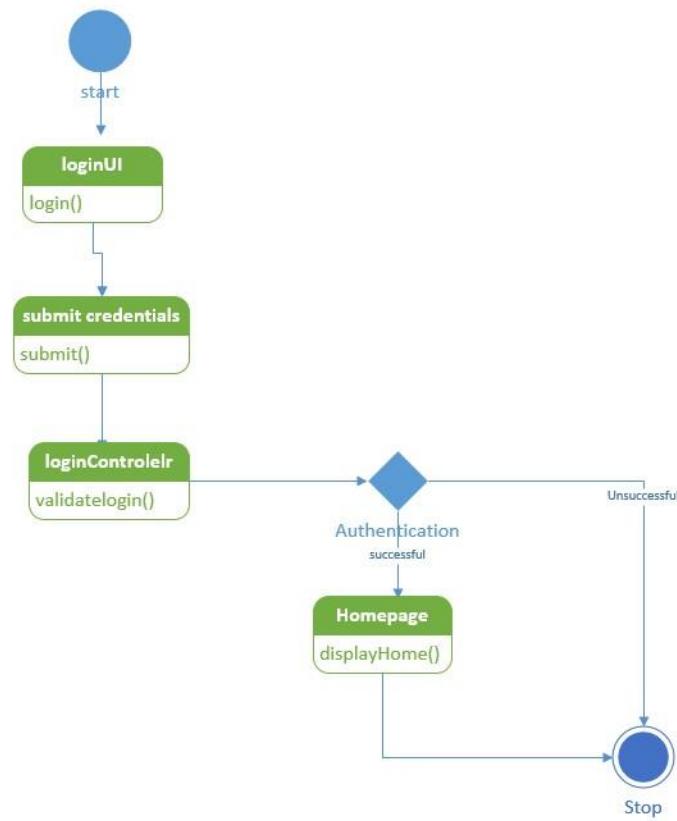


### 2.2.5. Music\_player2

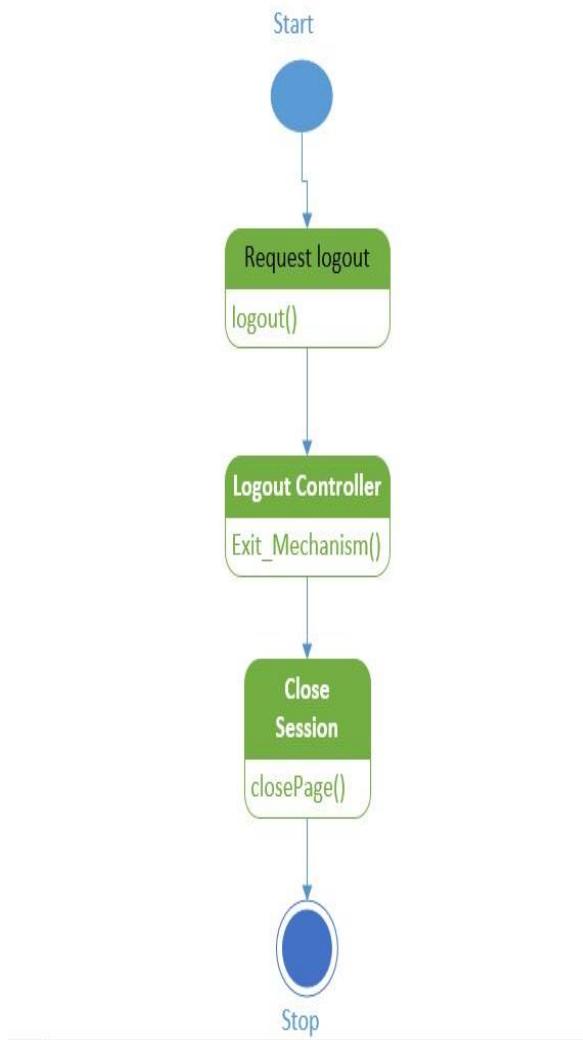


### 2.3. UML State Diagram

#### 2.3.1. Login



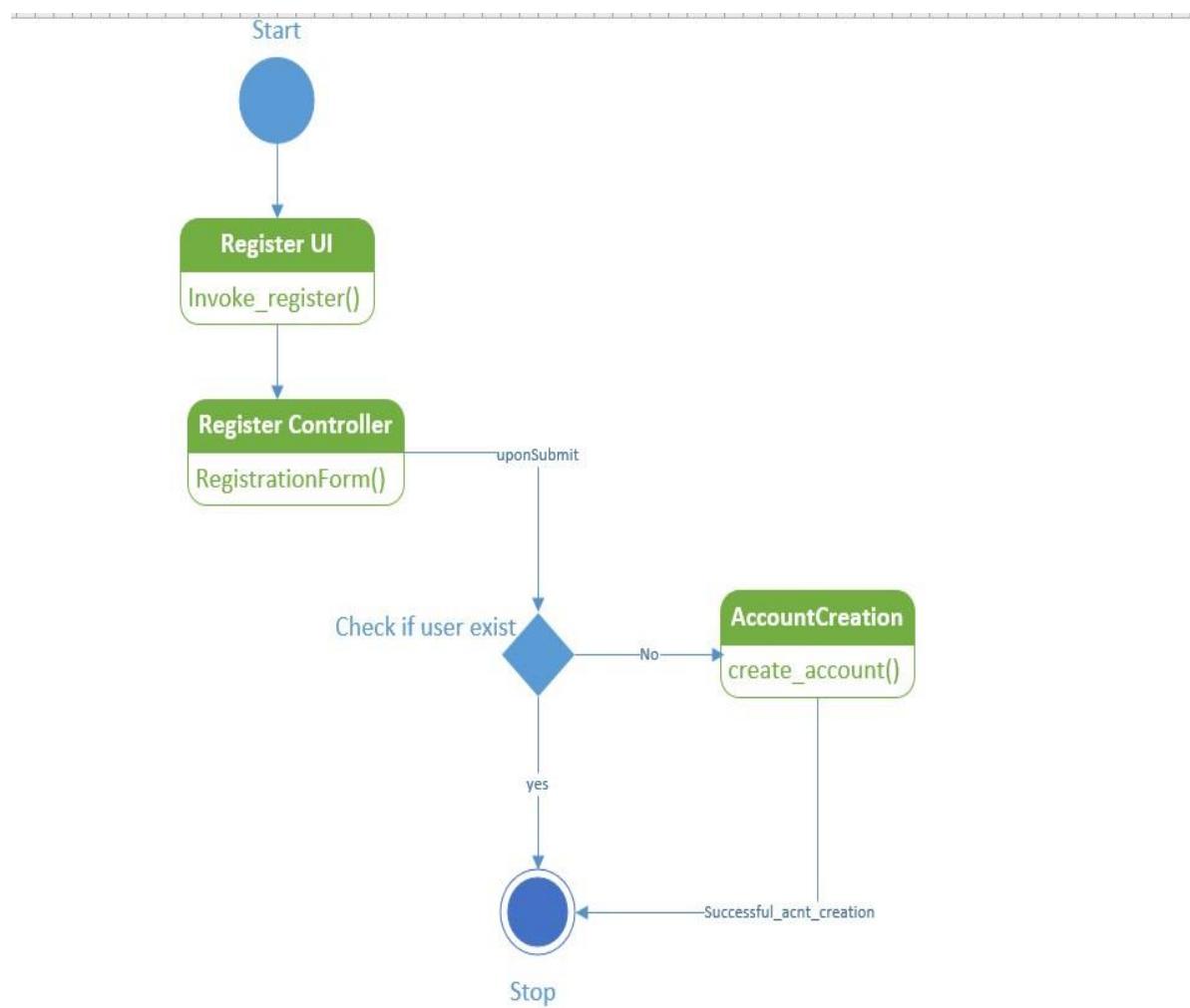
### 2.3.2. Logout



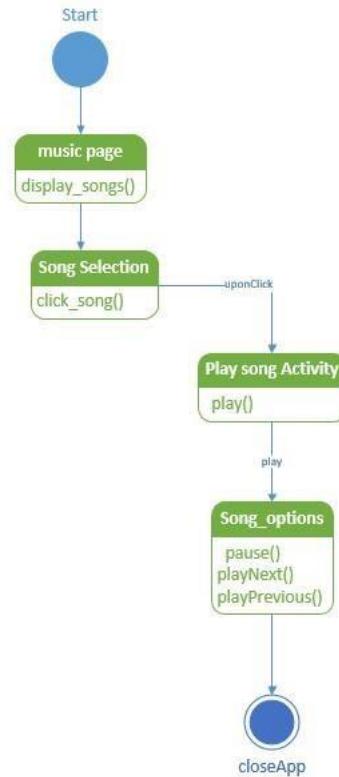
### 2.3.3. Registration

# COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)



### 2.3.4 Activity Page:



## 3 WIREFRAMES FOR MUSIC PLAYER

### 3.1 Login

The wireframe for the Login screen features a blue header with the word 'Login'. Below it, there are two input fields: one for 'Username' and one for 'Password', both with placeholder text 'Enter Text'. At the bottom left is a blue 'Login' button, and at the bottom right is a 'Register' link.

### 3.2 Registration

Register

First Name :

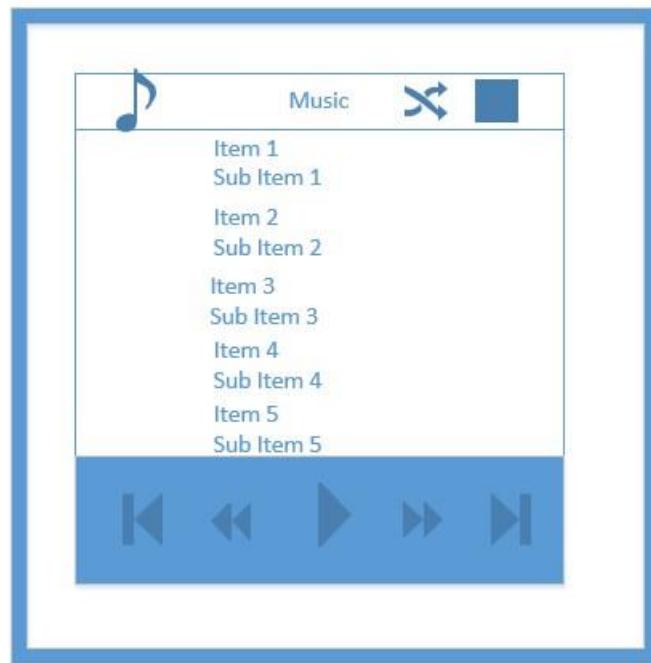
Last Name :

Username :

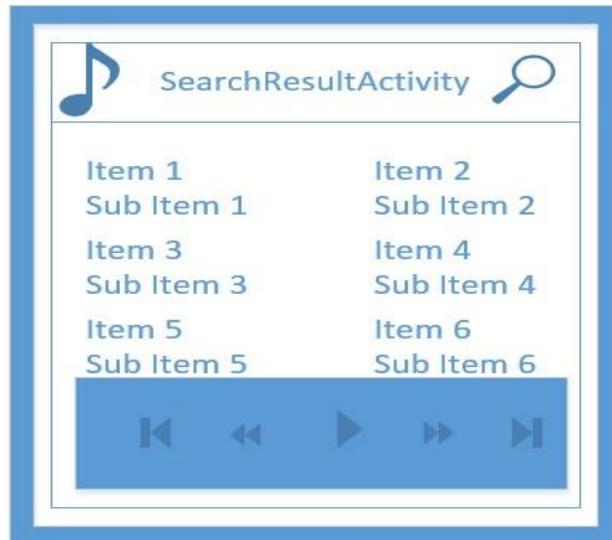
Password :

Phone No :

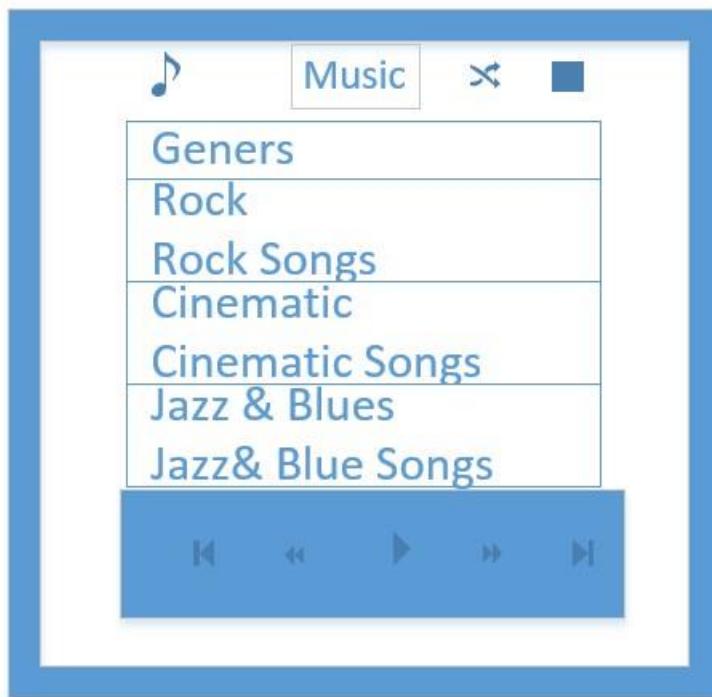
### 3.3 Music player



### 3.4 Music player search activity wireframe



### 3.5 Music player\_Category



# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 4 Architecture/Design

### 4.1. Zenhub Tool

The screenshot shows a Kanban board for the 'Project\_MP' repository. The board is divided into four columns: 'To Do', 'In Progress', 'Done', and 'Closed'. Each column lists several GitHub issues with their titles, descriptions, and labels (e.g., enhancement). The 'Closed' column also includes merge pull requests. A search bar and a 'New Pipeline' button are located at the top right of the board.

### 4.2 Issues

The screenshot shows the GitHub Issues page for the 'Project\_MP' repository. It displays a list of 4 open issues, each with a title, description, and labels (enhancement). A 'ProTip!' message at the bottom encourages long discussions with comments >50.

# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyla (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 4.3 Milestones for App

The screenshot shows a list of milestones in the Zenhub tool for the repository 'vilasmamidyla / Project\_MP'. There are 4 open and 9 closed milestones.

Milestone	Status	Progress	Open Issues	Closed Issues
wireframes	Closed 4 minutes ago	100% complete	0 open	1 closed
design class diagram	Closed 4 minutes ago	100% complete	0 open	1 closed
design sequence diagrams	Closed 4 minutes ago	100% complete	0 open	1 closed
design state diagram for music player	Closed 4 minutes ago	100% complete	0 open	1 closed
create login page	Closed 4 minutes ago	100% complete	0 open	1 closed
create registration page	Closed 4 minutes ago	100% complete	0 open	1 closed

## 4.4 Bug in Zenhub tool

The screenshot shows a bug report for issue #15 in the Zenhub tool. The issue is labeled 'bug' and has a status of 'Closed'.

**Issue Details:**  
Surya1970 opened this issue a minute ago · 1 comment

**Comments:**

- surya1970 commented 22 seconds ago: login validation failed
- surya1970 added the bug label 22 seconds ago
- surya1970 commented 22 seconds ago: this bug will be fixed after implementation
- surya1970 closed this 22 seconds ago

**Pipeline:** New Issues

**Labels:** bug

**Milestone:** No milestone

**Estimate:** No estimate yet

**Assignee:** No one—assign yourself

## COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

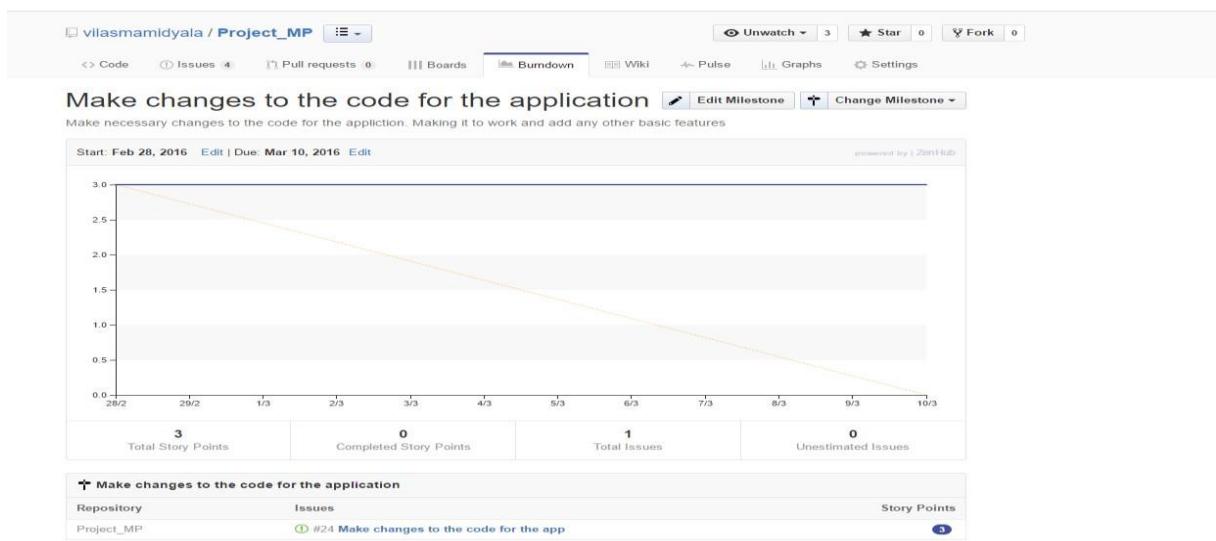
### 4.5 Github

Three branches: vilasb, dineshb, and bhumi:

[https://github.com/vilasmamidyal/Project\\_MP/issues#boards?repos=51563174](https://github.com/vilasmamidyal/Project_MP/issues#boards?repos=51563174)

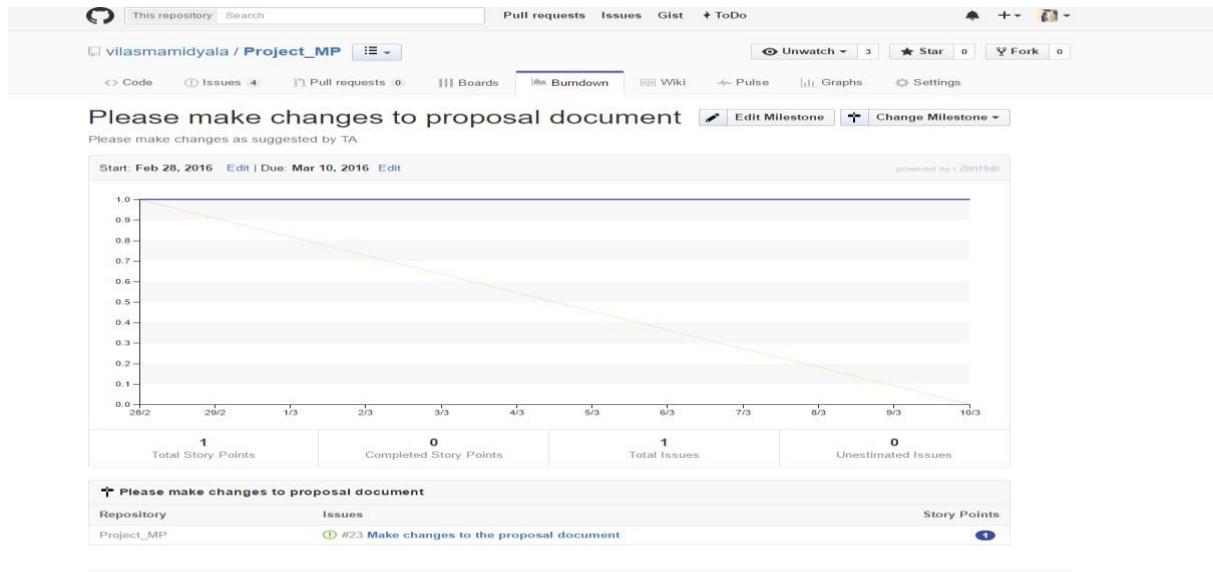
[https://github.com/vilasmamidyal/Project\\_MP](https://github.com/vilasmamidyal/Project_MP)

### 4.6 Burndown graph:



# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)



## 5. Project Plan – MusicPlayer

### 1 Project Introduction

#### Objective:

In today's scenario, it is quite common to get refreshment over this competitive and workaholic world. One might have a constant search of relaxation through various form of entertainment. Out of all those, listening to music has becoming the best way to switch to normal mode instantly. Thus, here we are creating an application which works for the same purpose as discussed above with many functionalities and giving access to users to choose whatever they want.

#### Project Goals:

Our application involves many functionalities like categorizing the songs based on timings and the type of song. We do have both facilities like listening the song from internet or else can download and listen if user wants for long time listening. Contextualization is the another thing which we would like to implement. This is to give user song suggestions and based on user context. Another interesting thing is to make suggestions based on time and geographical location. It means user can listen to songs based on location specific popular songs.

#### Inbuilt Functions:

- Library which has many kinds of selections.

- Library also contains Albums, Favorites, Recent, Downloads, Pop, Rock and Classic.
- Each category has its own tracks internally.
- All these categories do have again inner list of those songs which provides inner details of each song like singer, movie, song Id, and the date it was released in to market.

### **Operative Path:**

**Step1:** User needs to be login the app. If one is a new visitor to the app he has to get register himself in to the app so that he can access all the facilities of the application.

**Step2:** In order to get any kind of song, we need to open library and then need to select the type of category.

**Step3:** As soon as he selected the type of category, he will be given many options in that category to choose and many details regarding the song will be displayed.

**Step4:** Upon his selection after considering all these classifieds, there are two options like Download and play now in front of him to choose with.

**Step5:** Out of those two, basing on his interest and usage he may choose one of that or both to proceed with.

**Step6:** He can upload a new song to the application if he really would like to as he can be provided with Upload option.

### **Project Goals:**

- Creating a user login page to those who has already account with previous registration.
- Creating another registration for those who do not have account.
- Designing the home page in which one can see all the classifieds listed in the app.
- This home page should be in a way that Out of selection, each song has its own functionalities like play, pause, next song and previous song which work upon a single click.
- We need to add functionality that all the songs will be displayed as we listed internally and under each list there might be a sub list to choose more options.
- Assigning store data provides choosing play list option, user can get all the previously played and recently played songs with his account credentials.
- One more extra feature that we are supposed to include is sharing option. Here, our applications have been designing in a manner to share all the social network options like Facebook, Twitter, LinkedIn and WhatsApp.
- Location based and time based songs suggestions to the user as explained in detail earlier.
- Most important thing contextualization, which is to give the suggestion to the listener. This feature will add the beauty to the music player app.

### Tools, Languages and Softwares' Required :

- Android studio and Eclipse and APIs
- Java
- DB: Mongo Db
- HTML, CSS3, ANGULARJS.

### App function

#### 1.1. Login/logout

Let user login through username and password. User also can logout whenever they want. If the user forgets password, he/she can retrieve it through email. The system will send the verification code to let the user to reset password.

#### 1.2. Registration

If a user does not have an account, the user can register. In this step, the user needs to provide personal information to create an account.

#### 1.3. Selection

In library page, user can select one of the many options. When one category is selected, the user will first see list of songs under that category. The user can first input the parameters like song id or song name and then know the availability of songs that the app has. The user can also make a record to the database like saving all the recently played songs under play list.

#### 1.4. Suggestion:

When user decides what song he wants, he will be provided with many options like play online, download the song and even he has the option to share the song to whom he wants to send through social sites.

#### 1.5. History/Reminder

User can see all the recorded and played songs information. The system provides the graphic analysis. Also, the suggestion history is provided as recently played.

## 2. Stories (features): Scenario & Use case specification

### 2.1. Research

Although we have many music apps today, we still miss some functionalities in each app. Considering such cases in order to include all the features in a single app we came up with designing music player. We are including the basic features of a music player along with interesting things like you can share the song in a social network sites. We can also send songs to our friend using this app.

**2.2. Architecture of the Music Application and its Design** It has divided into two parts: *User Interface design* and *system design*. For *USER INTERFACE design*, it has below User interface specified:

- 1) Register: Design mockup and wireframe for register activity view with user information fields.
- 2) Login: Design mockup and wireframe for login activity view with basic functionality such as user name, password, and login button.
- 3) Music player: Design mockup and wireframe for music player activity view.
- 4) Music player search activity: Design mockup and wireframe for search activity view.
- 5) Music player library activity: Design mockup and wireframe for library activity.
- 6) Music player playlist activity: Design mockup and wireframe for playlist activity.
- 7) Music player share activity: Design mockup and wireframe for share page activity.

For *system design*, it has below activities:

- 1) Login: Design sequence and state diagrams when a user login into the system.
- 2) Logout: Design sequence and state diagrams for logout scenario.
- 3) Music player home page activity: Design sequence and state diagrams for home page scenario;
- 4) Music player search activity: Design sequence and state diagrams for music player search activity
- 5) Music player library activity: Design sequence and state diagrams for Music player library
- 6) Music player share activity: Design sequence and state diagrams for Music player library

### **2.3. Software and hardware Requirements:**

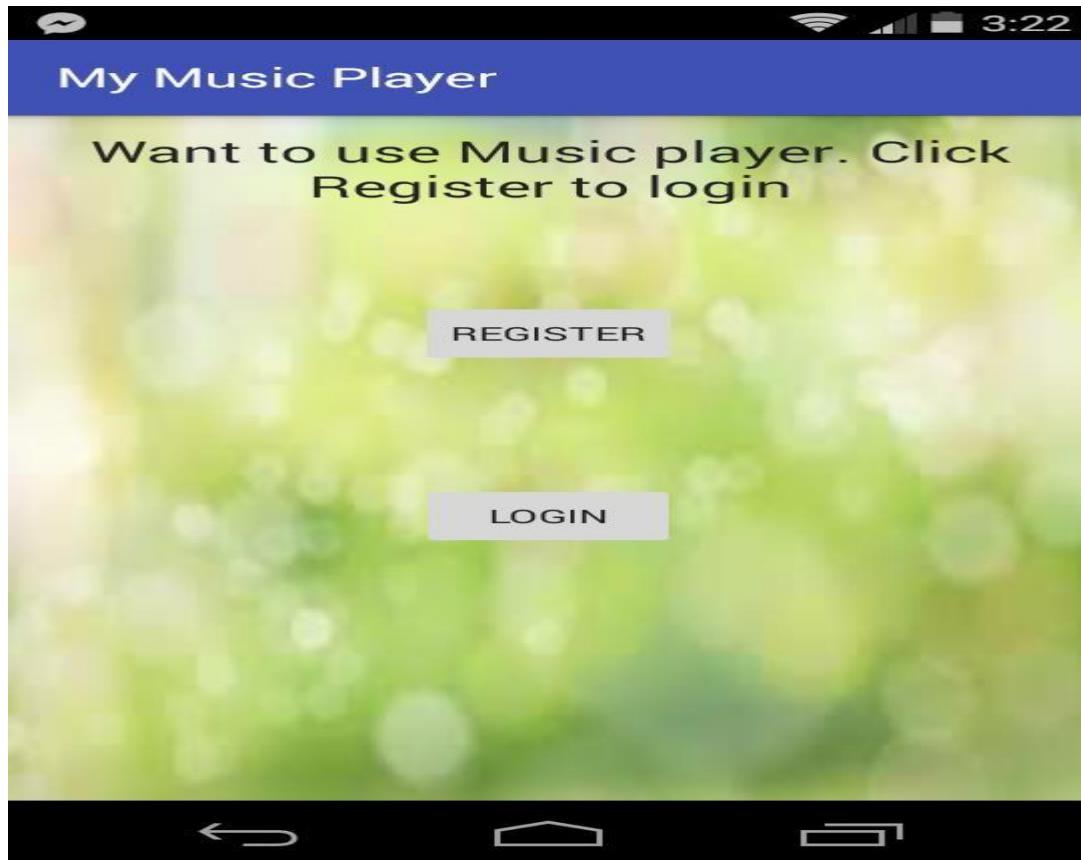
This part includes three tickets:

- 1) Setup database (Hardware): Setting up database with needed schema.
- 2) Setup software development workspace: Setting up GitHub repository and invite collaborators
- 3) Setup Zen hub and other data base tools.

## 2.4. Development

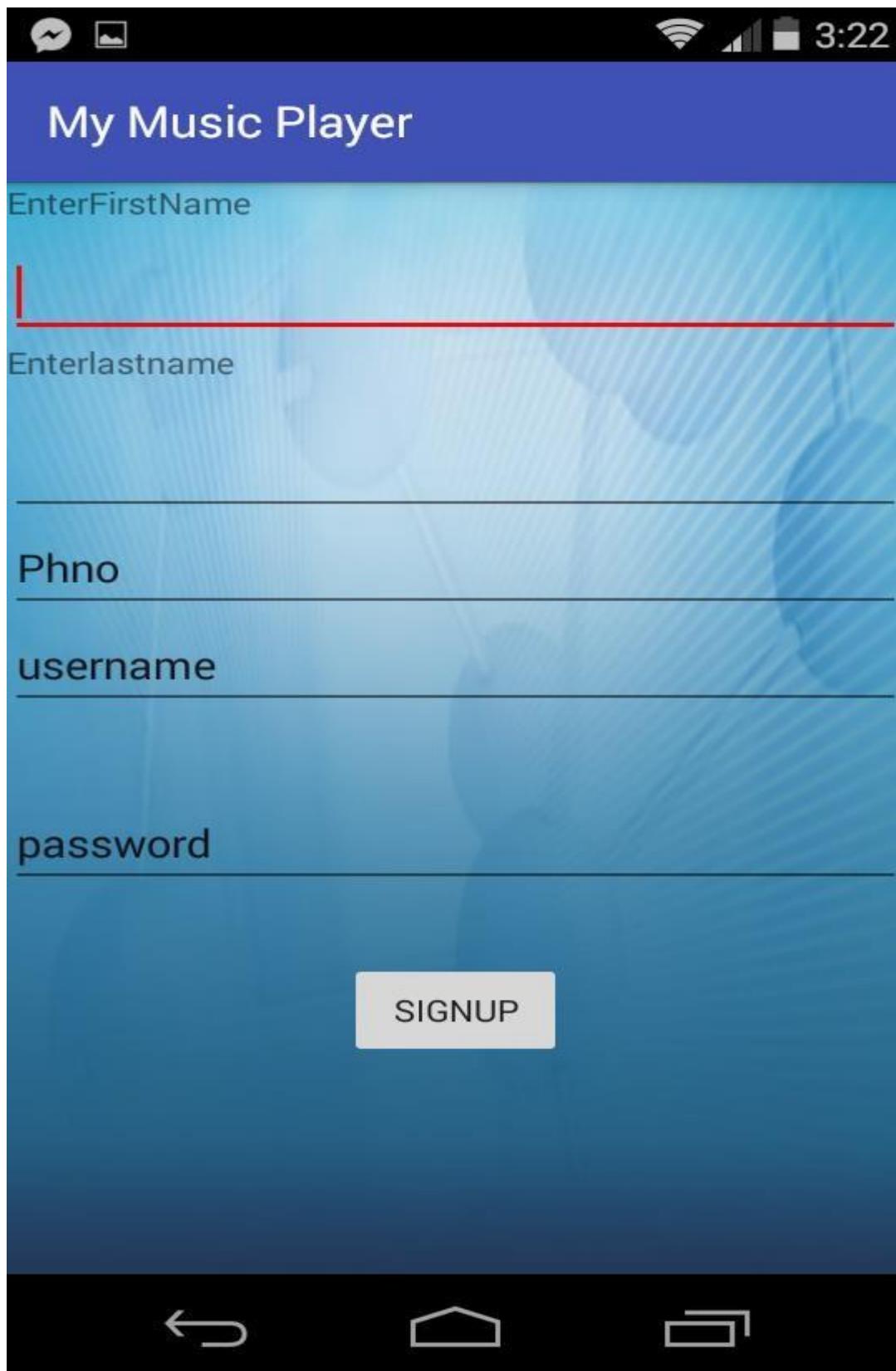
Layouts for currently developed pages:

**Welcome Page:**



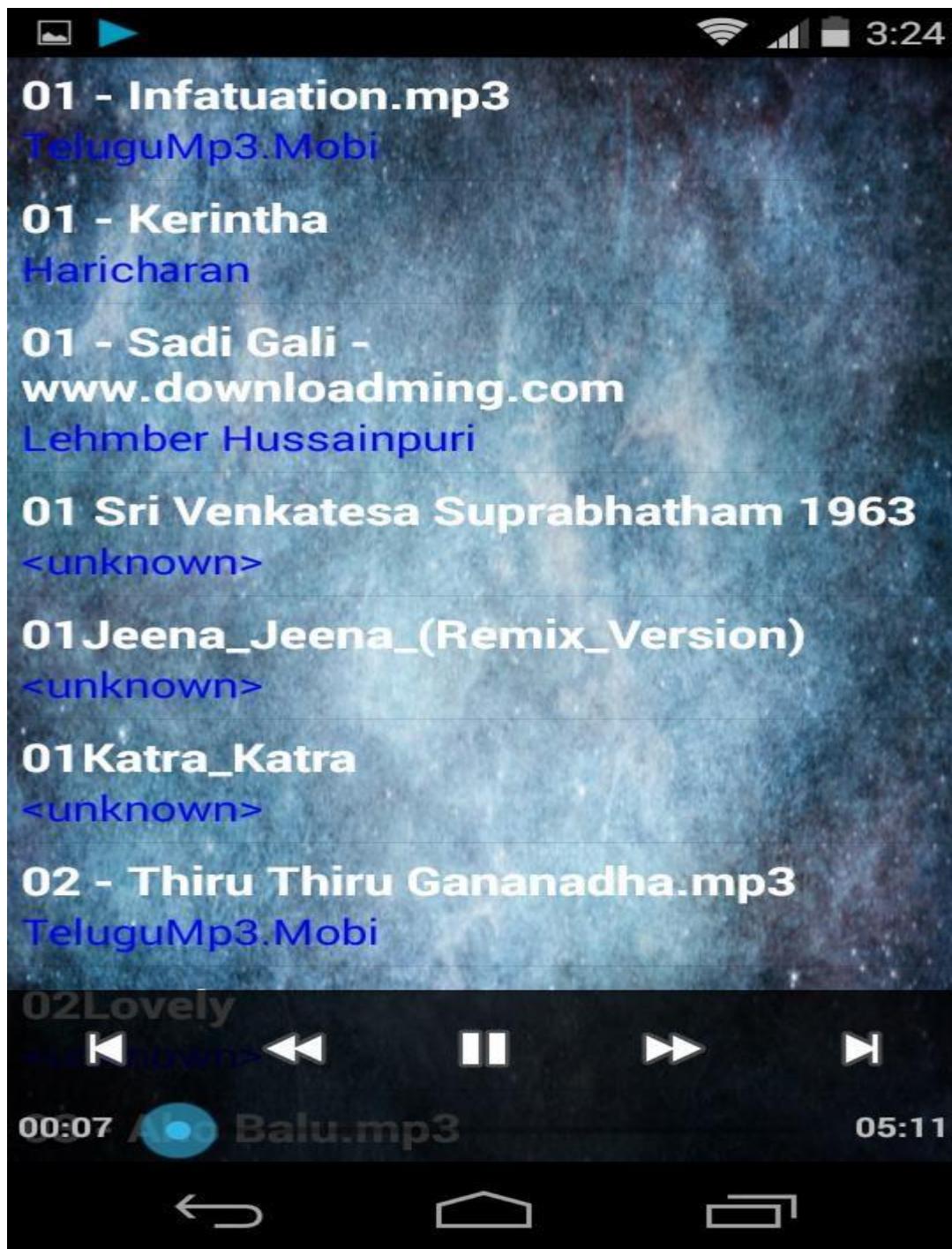
**Login page:**

**Registration page:**



**Music application page:**





## 2.5. Bug:

The screenshot shows a Zenhub issue card for a bug titled "login invalid #15". The card has a green "Open" button and a "New issue" button at the top right. Below the title, it says "surya1970 opened this issue 22 seconds ago · 0 comments". A comment from "surya1970" is shown: "login validation failed". On the right side, there are sections for "Pipeline" (with "New Issues" and a gear icon), "Labels" (with a red "bug" label selected), and other buttons like "Edit" and "New issue".

## 2.6. Database

We are using the SQLite database as storage and we will use other databases in future if we need other to be added.

### 3. The First Four Increments:

- 3.1. Increment 1-- Requirement Analysis and Design the application**
- 1) Introduction about Music player and collect basic information needed
  - 2) Setup Zenhub Tool and Github for every team member.
  - 3) Design class diagrams.
  - 4) Design sequence diagrams.
  - 5) Design state diagrams.
  - 6) Design WireFrames.

### 3.2. Increment 2—Implementation/ System Testing

- 1) Implement Login/logout/Registration/ Registration validation.
- 2) Implement Music player main page.
- 3) Implement Java codes for basic functionalities for the above needs.
- 4) Test Login/logout UI/Registration/Registration validation.
- 5) Test Music player pages.

### 3.3. Increment 3 – Coding/Testing

- 1) Implement Music player other features such as search activity.
- 2) Implement categorization of songs.
- 3) Implement social network sharing.
- 4) Implement playlist page

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

- 5) Test Music player search activity page.
- 6) Test categorization page
- 7) Test social network sharing page.
- 8) Test playlist page

### **3.4. Increment 4 – Refinement of final GUI**

- 1) Refine final GUI for Login page /logout page /Registration page /Registration validation.
- 2) Refine final GUI for Music player home page.
- 3) Refine final GUI for Music player search activity.
- 4) Refine final GUI for Music player categorization of songs.
- 5) Refine final GUI for social network sharing. 6) Refine final GUI for Playlist addition.

## **4. Final Project Timelines, Team Members and their allocation for Task Responsibility**

Members and their Responsibilities

<b>Project Artifacts</b>	<b>Team: Vilas, Dinesh, Ranjitha</b>
Projects Plan	ALL
UML Diagram	ALL
Handling Database	Vilas
Initial layouts design	Dinesh and Ranjitha
Project Reports	Dinesh
Implementation	All
System Testing	Ranjitha
App Maintenance	Vilas

Timelines of Project for Music player:

<b>Increments</b>	<b>Tasks</b>
Increment 1	Design class and sequence diagrams needed for music player
Increment 2	Implementation of code (login user, registrations and Music player pages)
Increment 3	Final Code Implementation+ Testing (Music player songs play, Codec for Music player, playlist addition, search songs and share in social network) and use case
Increment 4	Cosmetic changes and deployment

# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 5. Contribution:

Screenshot of a GitHub repository dashboard for 'Project\_MP' showing activity from March 4, 2016, to March 11, 2016.

**Overview:**

- 1 Active Pull Request
- 4 Active Issues
- 1 Merged Pull Request
- 0 Proposed Pull Requests
- 4 Closed Issues
- 0 New Issues

Excluding merges, 2 authors have pushed 2 commits to vilasb and 3 commits to all branches. On vilasb, 26 files have changed and there have been 276 additions and 33 deletions.

1 Pull request merged by 1 person

Merged #26 6 hours ago

4 Issues closed by 2 people

Closed #24 Make changes to the code for the app 9 minutes ago

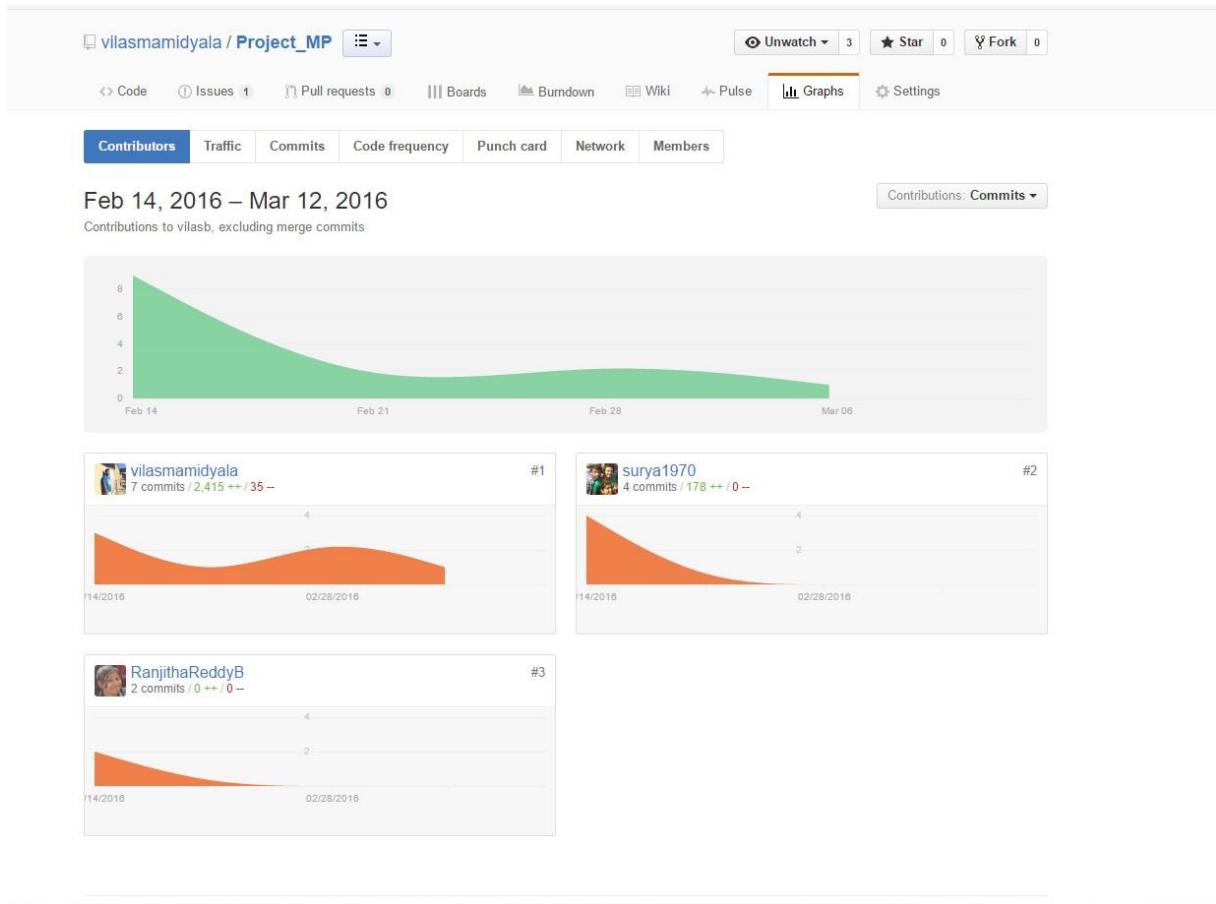
Closed #20 Make changes to the class diagrams 30 minutes ago

Closed #21 Make changes to the sequence diagrams 6 hours ago

Closed #25 Make changes to the wireframes 7 days ago

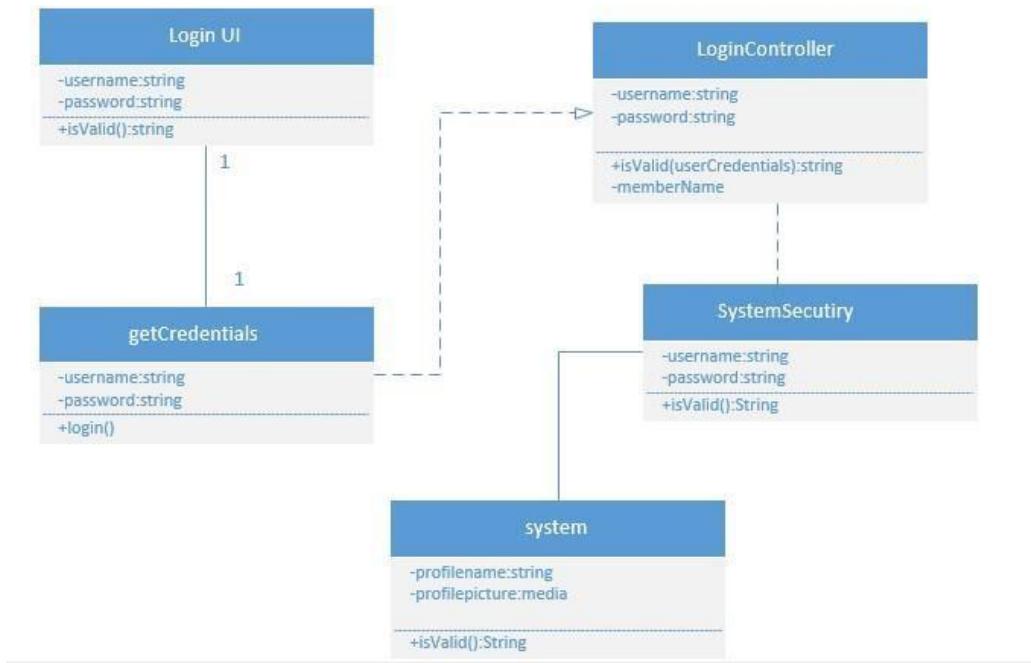
# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

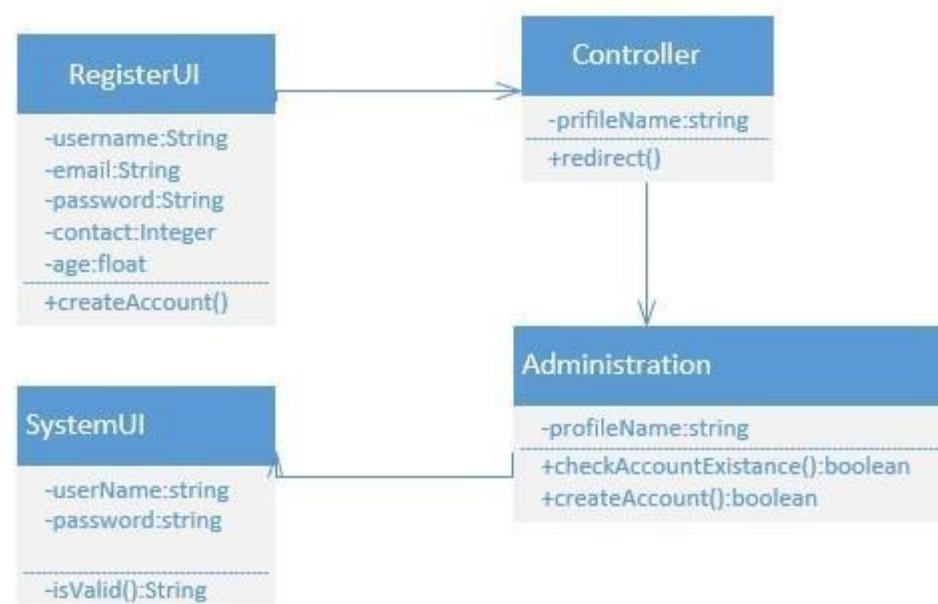


**THIRD INCREMENT REPORT****MUSIC PLAYER****1. Introduction:**

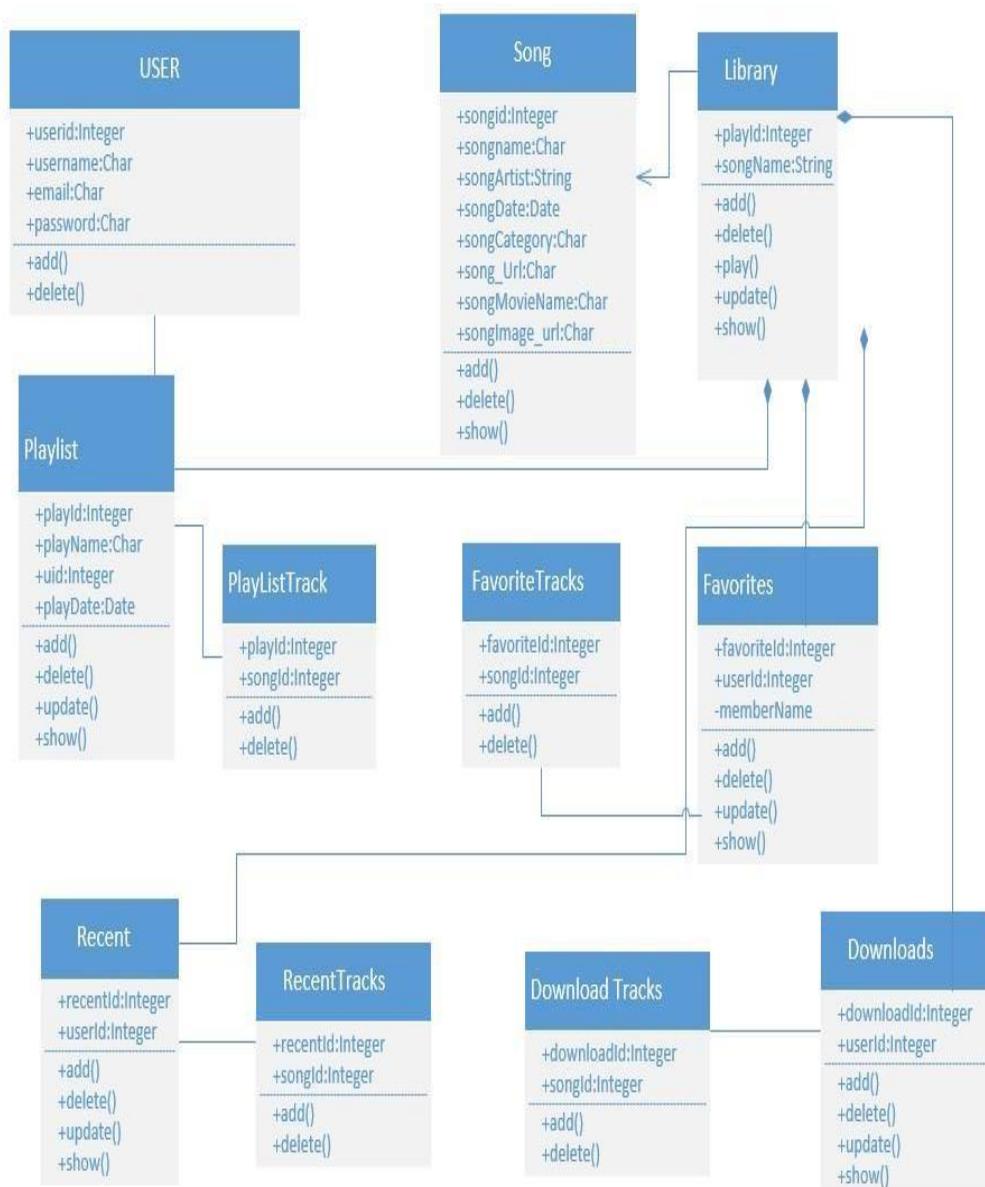
This topic of developing a music app has come from the various reviews taken from the people who are continuously involving in work without any rest. Those people almost 80% of the people needs to get refreshment in order to soothe themselves from those work tensions will be getting relaxation upon listening to music. Basing on such benefits and with an intension to relieve such kind of people to be like getting relief, we are introducing this application. In this application, one can have many options to select songs and various varieties upon their interest. Many extra features will be added to our project like sharing the song which he wants to forward through social media like Facebook, WhatsApp and many available sources.

**2. UML****2.1 UML Class diagram****2.1.1 Login Page**

### 2.1.2 Registration\_Activity

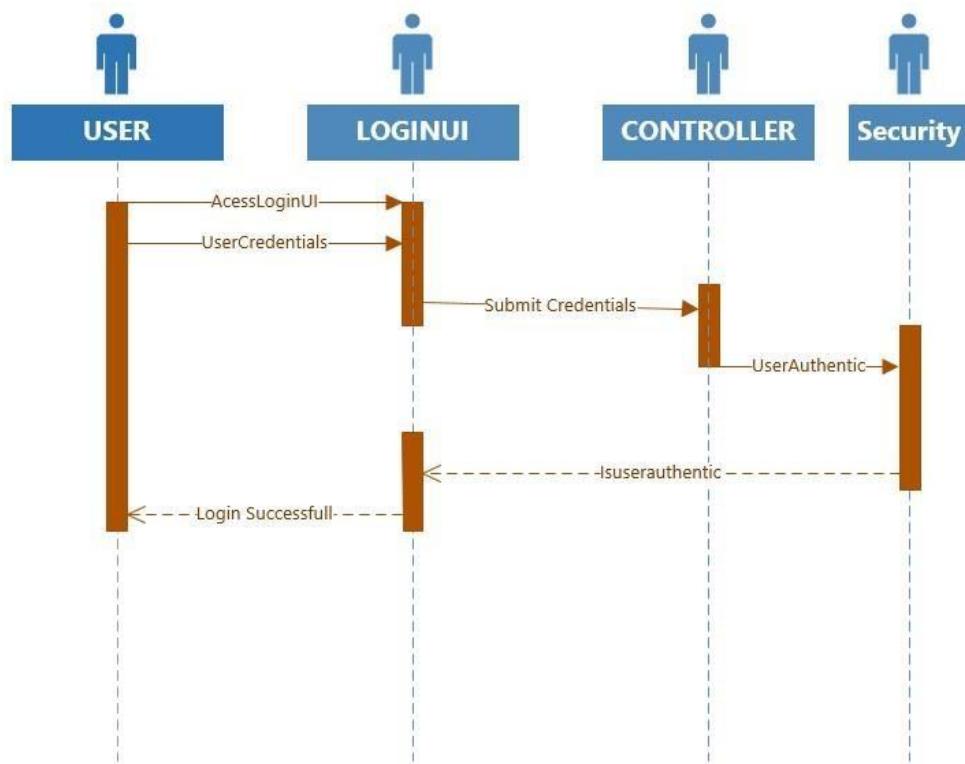


### 2.1.3 Music player

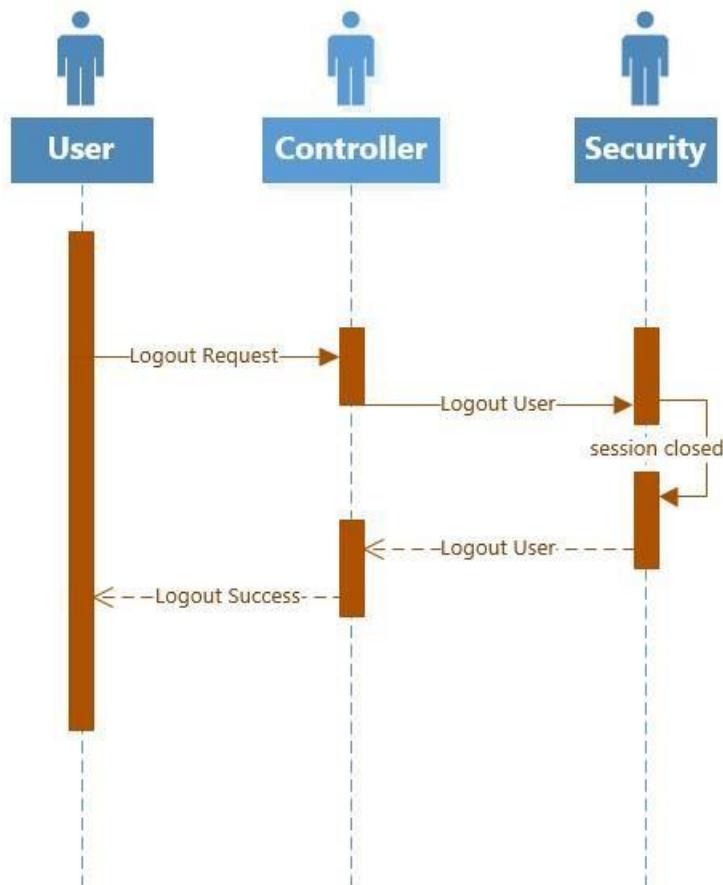


## 2.2 UML Sequence diagram

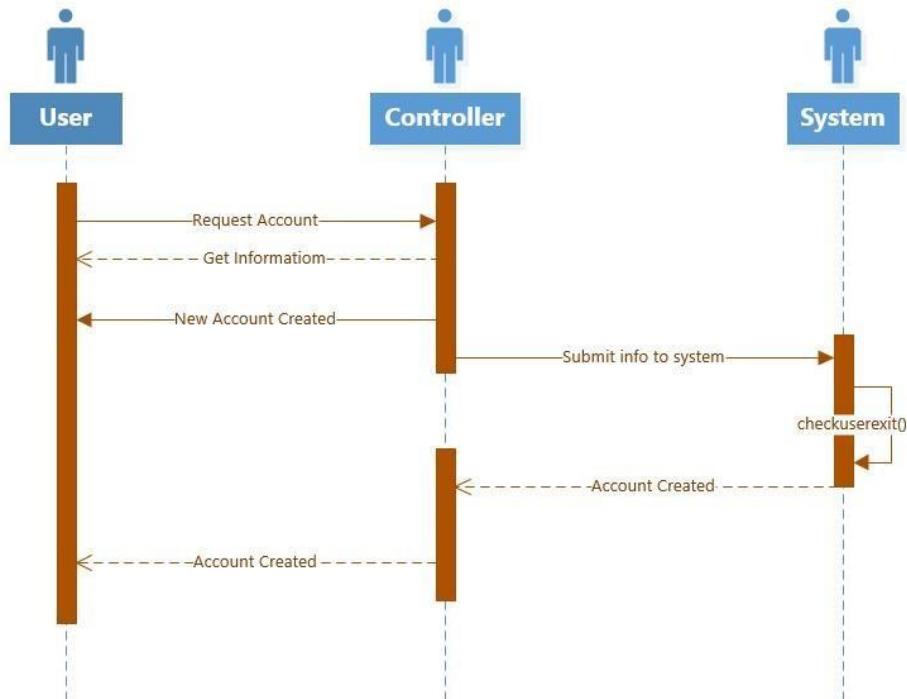
### 2.2.1 Login



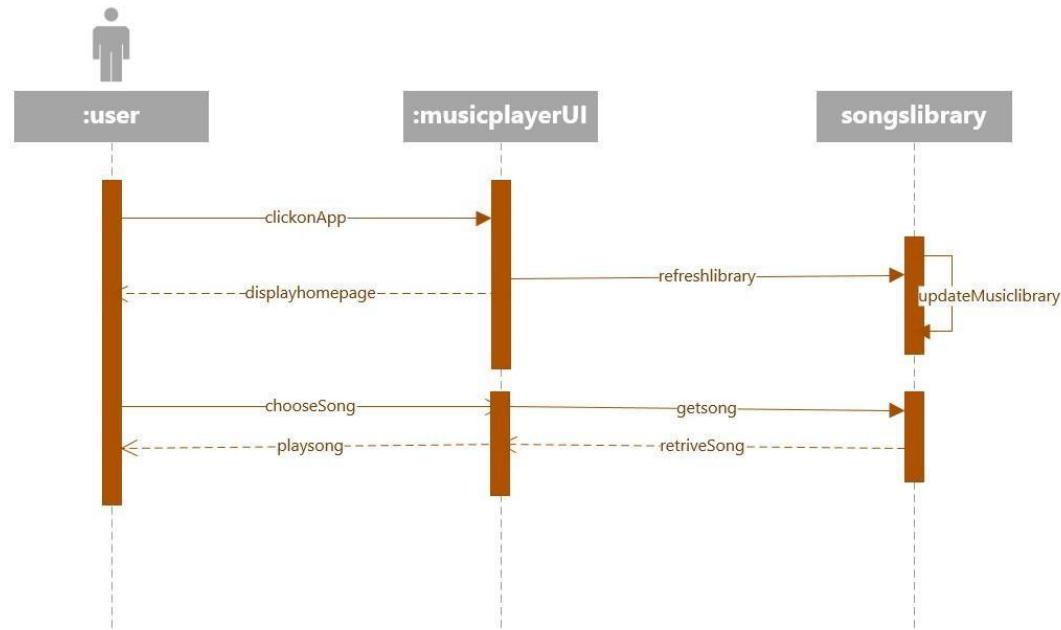
### 2.2.2 Logout



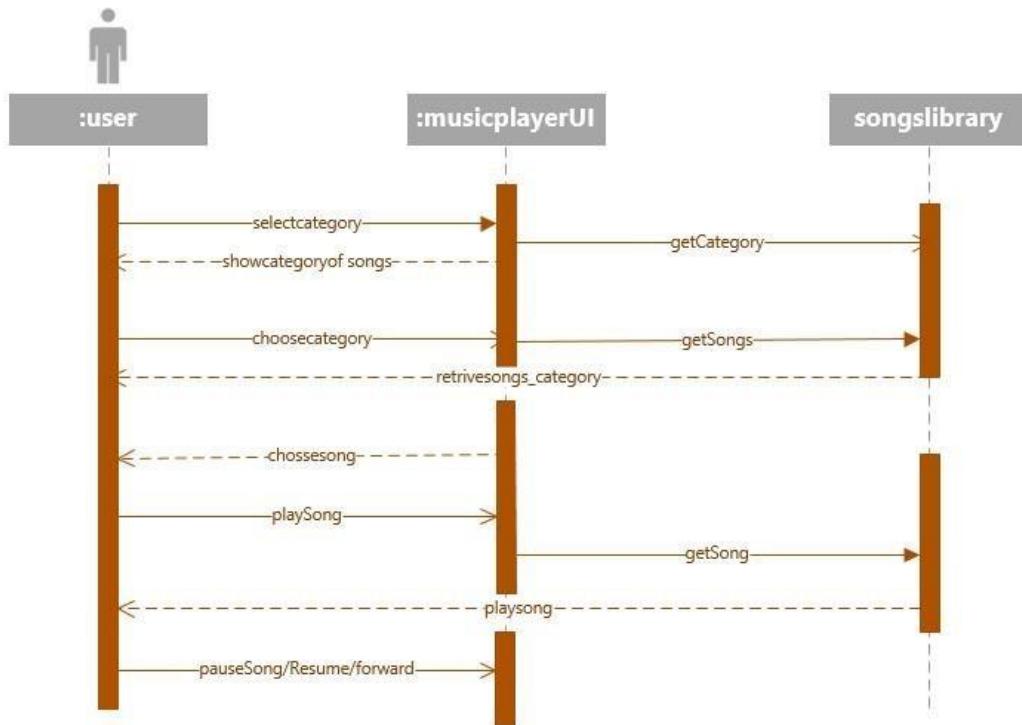
### 2.2.3 Registration



### 2.2.4 Music Player

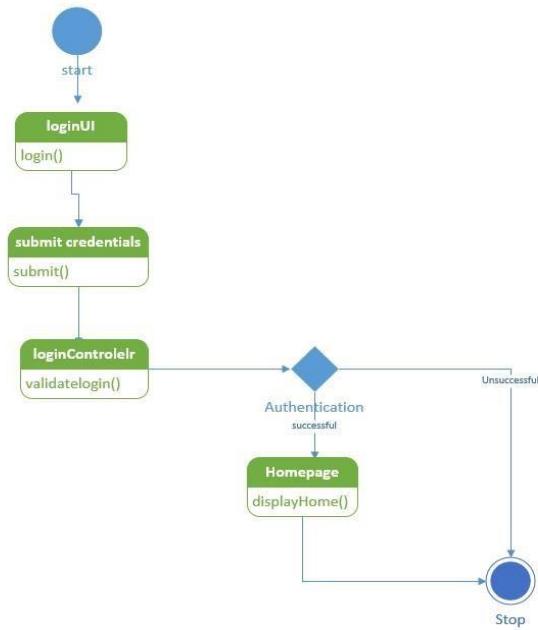


### 2.2.5 Music\_player2

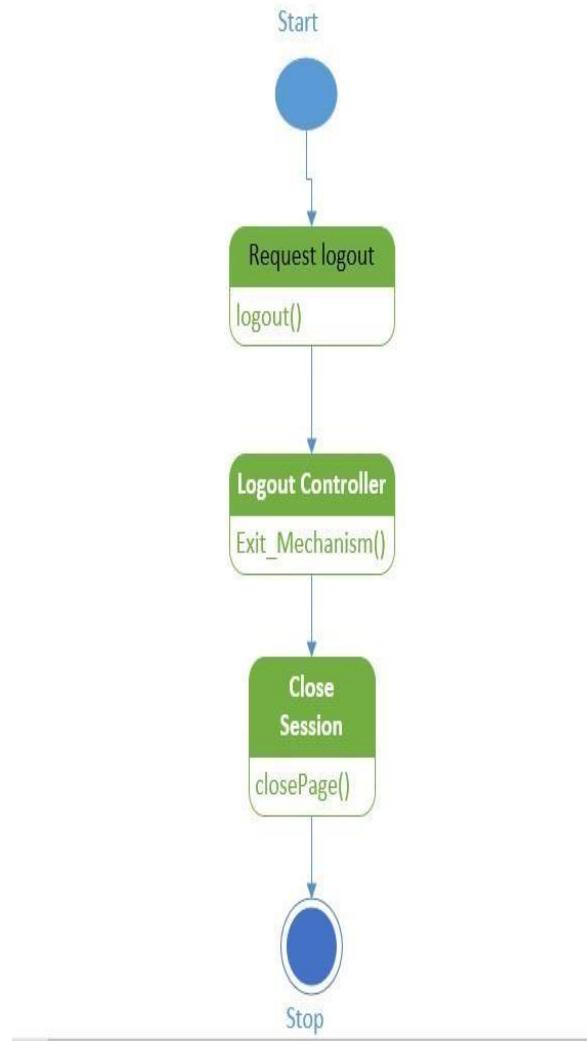


## 2.3 UML State Diagram

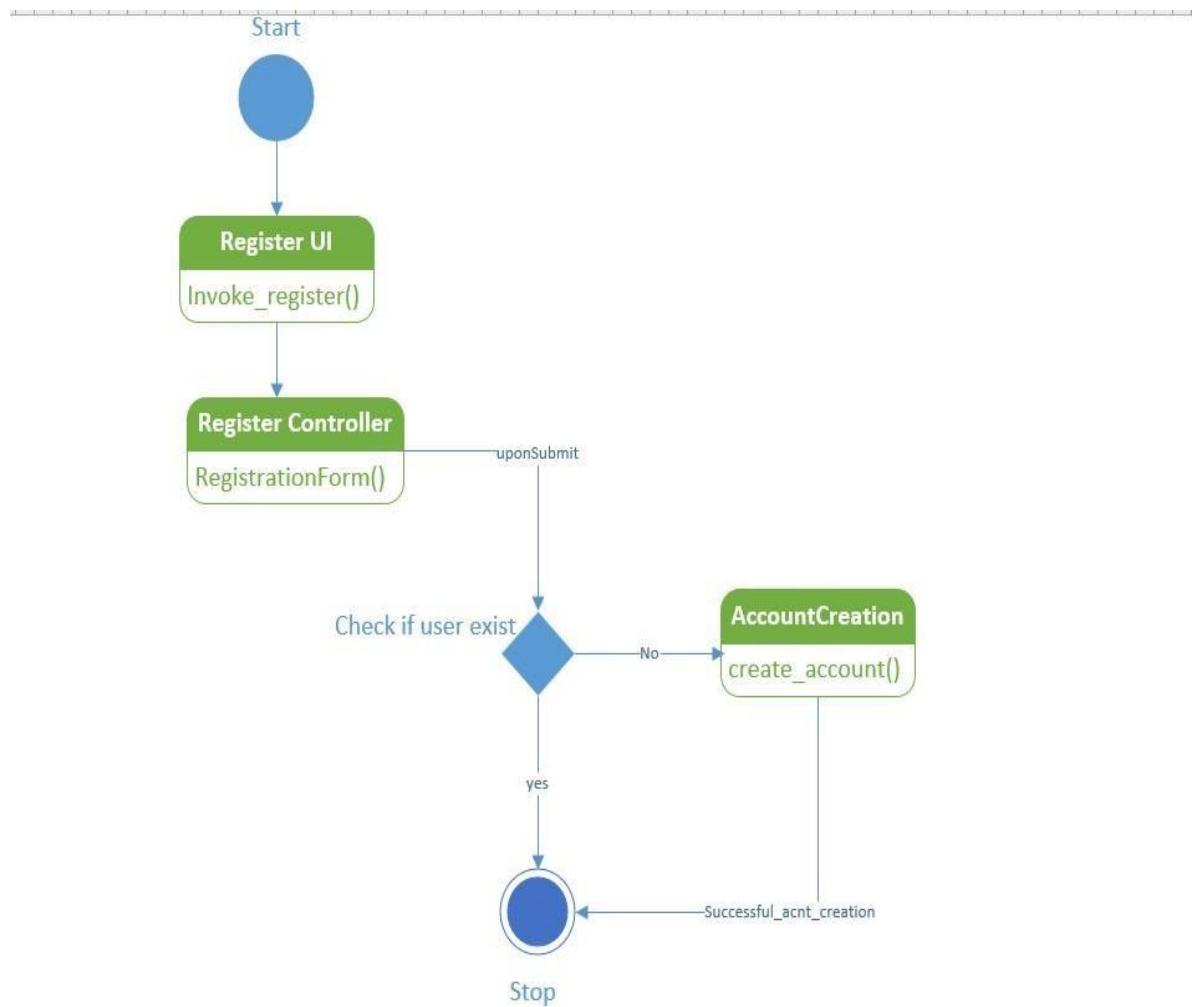
### 2.3.1 Login



### 2.3.2 Logout



### 2.3.3 Registration



### 2.3.4 Activity Page:



### 3 WIREFRAMES FOR MUSIC PLAYER

Login

The wireframe shows a blue-bordered rectangular frame. Inside, the word 'Login' is centered at the top. Below it, there are two input fields: one for 'Username' and one for 'Password', both with placeholder text 'Enter Text'. At the bottom left is a blue button labeled 'Login', and at the bottom right is a blue button labeled 'Register'.

### 3.1 Registration

Register

First Name :

Last Name :

Username :

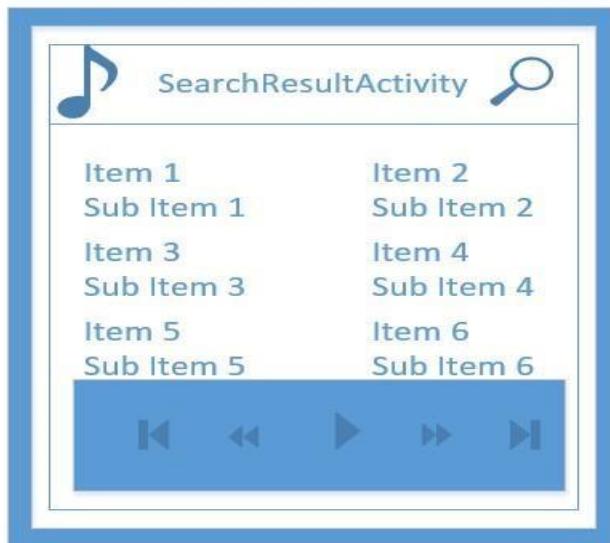
Password :

Phone No :

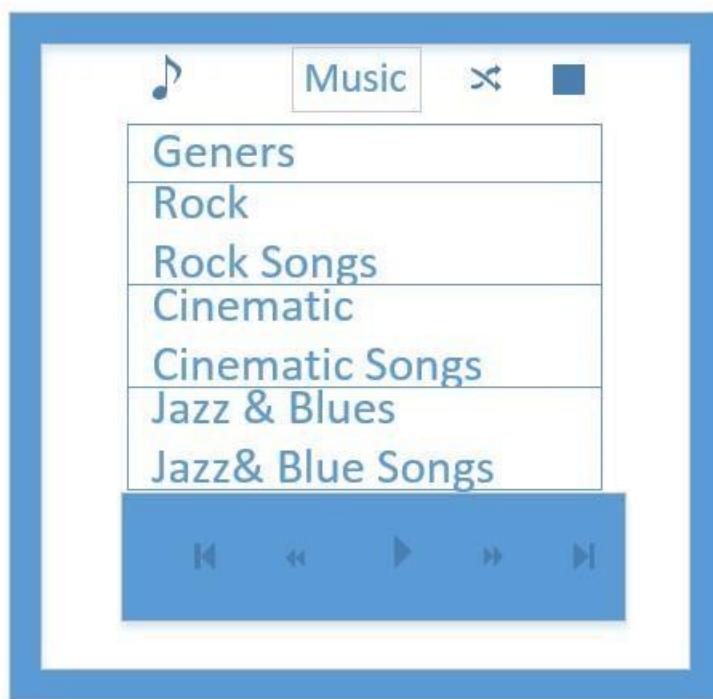
### 3.2 Music player



### 3.3 Music player search activity wireframe



### 3.4 Music player\_Category



Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 4 Architecture/Design

### 4.1. ZenhubTool

The screenshot shows the Zenhub tool integrated with GitHub. The top navigation bar includes links for Boards, GitHub, Apps, Google, Gmail, Welcome, Vilas, Pathway, GitHub, W3Schools Online, Instructor Led, mailbox, University of Minn., Google, CS 490MT/5555, Android Tutorial, and CS5551 - 2016 Spring. The main interface displays a Kanban board for the 'Project\_MP' repository. The board has four columns: 'New Issues', 'Backlog', 'To Do', 'In Progress', 'Done', and 'Closed'. Each column contains several GitHub issues with their titles and descriptions. A search bar and a 'New issue' button are visible at the top right of the board area.

### 4.2 Issues

# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

The screenshot shows a GitHub repository page for 'vиласмамидяла / Project\_MP'. The 'Issues' tab is selected, displaying four open issues:

- #24: Make changes to the code for the app enhancement. Status: In Progress.
- #23: Make changes to the proposal document enhancement. Status: To Do.
- #21: Make changes to the sequence diagrams enhancement. Status: To Do.
- #20: Make changes to the class diagrams enhancement. Status: To Do.

Filters at the top show 'is:issue is:open'. A ProTip at the bottom suggests following long discussions with comments >50.

## COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

### 4.3 Milestones for App

This screenshot shows the Zenhub interface for the repository `vilasmamidyal / Project_MP`. The 'Milestones' tab is selected, displaying six milestones:

- wireframes**: Closed 4 minutes ago. Last updated less than a minute ago. wireframes in visio. Progress: 100% complete (green bar), 0 open, 1 closed. Actions: Edit, Reopen, Delete.
- design class diagram**: Closed 4 minutes ago. Last updated less than a minute ago. Progress: 100% complete (green bar), 0 open, 1 closed. Actions: Edit, Reopen, Delete.
- design sequence diagrams**: Closed 4 minutes ago. Last updated less than a minute ago. sequence diagram for music player. Progress: 100% complete (green bar), 0 open, 1 closed. Actions: Edit, Reopen, Delete.
- design state diagram for music player**: Closed 4 minutes ago. Last updated less than a minute ago. state diagram for MP. Progress: 100% complete (green bar), 0 open, 1 closed. Actions: Edit, Reopen, Delete.
- create login page**: Closed 4 minutes ago. Last updated less than a minute ago. create layout for login page in android. Progress: 100% complete (green bar), 0 open, 1 closed. Actions: Edit, Reopen, Delete.
- create registration page**: Closed 4 minutes ago. Last updated less than a minute ago. this is registration page layout. Progress: 100% complete (green bar), 0 open, 1 closed. Actions: Edit, Reopen, Delete.

At the top, there are navigation links for Code, Issues (4), Pull requests (0), Boards, Burndown, Wiki, Pulse, Graphs, and Settings. There are also buttons for Unwatch (3), Star (0), Fork (0), and a New milestone button.

### 4.4 Bug in Zenhub tool

## COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

login invalid #15

Closed surya1970 opened this issue a minute ago · 1 comment

surya1970 commented 22 seconds ago  
Collaborator +1 ⚙️  
login validation failed

surya1970 added the bug label 22 seconds ago  
Collaborator +1 ⚙️ ✎  
this bug will be fixed after implementation

surya1970 closed this 22 seconds ago  
Collaborator +1 ⚙️ ✎ ✖️  
bug

**Pipeline**  
New Issues

**Labels**  
**bug**

**Milestone**  
No milestone

**Estimate**  
No estimate yet

**Assignee**  
No one—assign yourself

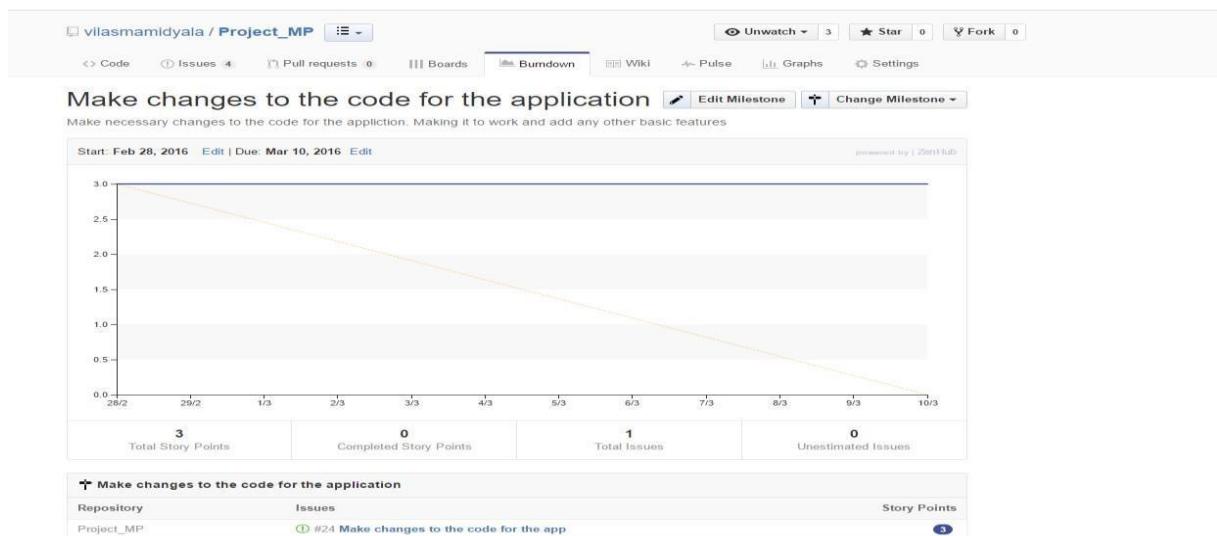
### 4.5 Github

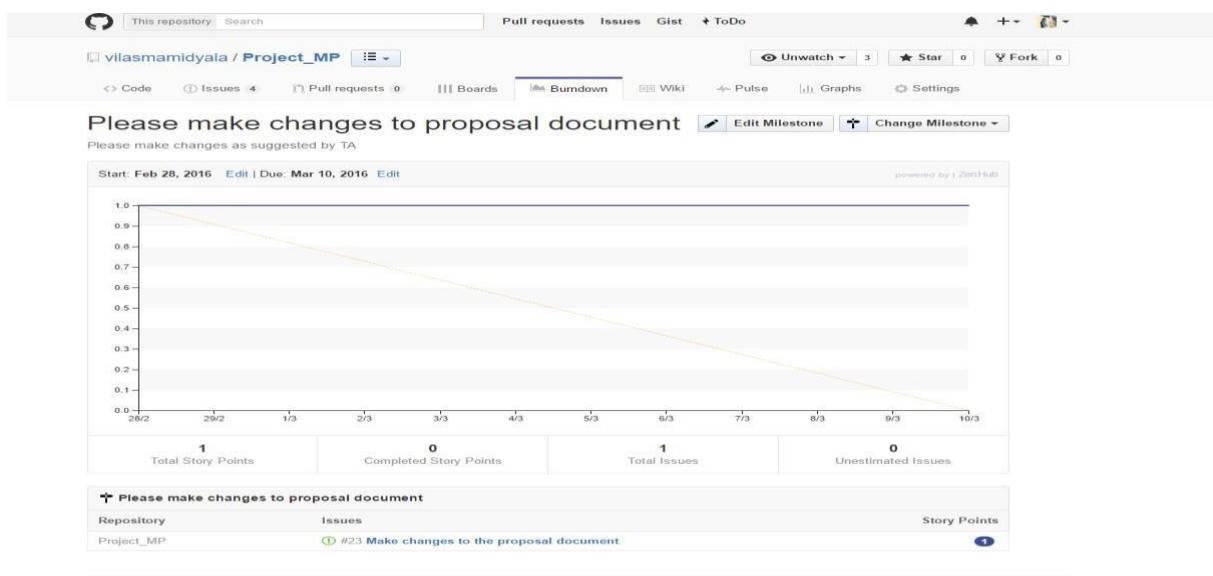
Three branches: vilasb, dineshb, and bhumi:

[https://github.com/vilasmamidyal/Project\\_MP/issues#boards?repos=51563174](https://github.com/vilasmamidyal/Project_MP/issues#boards?repos=51563174)

[https://github.com/vilasmamidyal/Project\\_MP](https://github.com/vilasmamidyal/Project_MP)

### 4.6 Burndown graph:





## 5. Project Plan – MusicPlayer

### 1 Project Introduction

#### Objective:

In today's scenario, it is quite common to get refreshment over this competitive and workaholic world. One might have a constant search of relaxation through various form of entertainment. Out of all those, listening to music has becoming the best way to switch to normal mode instantly. Thus, here we are creating an application which works for the same purpose as discussed above with many functionalities and giving access to users to choose whatever they want.

#### Project Goals:

Our application involves many functionalities like categorizing the songs based on timings and the type of song. We do have both facilities like listening the song from internet or else can download and listen if user wants for long time listening. Contextualization is the another thing which we would like to implement. This is to give user song suggestions and based on user context. Another interesting thing is to make suggestions based on time and geographical location. It means user can listen to songs based on location specific popular songs.

#### Inbuilt Functions:

- Library which has many kinds of selections.
- Library also contains Albums, Favorites, Recent, Downloads, Pop, Rock and Classic.
- Each category has its own tracks internally.
- All these categories do have again inner list of those songs which provides inner details of each song like singer, movie, song Id, and the date it was released in to market.

### **Operative Path:**

**Step1:** User needs to be login the app. If one is a new visitor to the app he has to get register himself in to the app so that he can access all the facilities of the application.

**Step2:** In order to get any kind of song, we need to open library and then need to select the type of category.

**Step3:** As soon as he selected the type of category, he will be given many options in that category to choose and many details regarding the song will be displayed.

**Step4:** Upon his selection after considering all these classifieds, there are two options like Download and play now in front of him to choose with.

**Step5:** Out of those two, basing on his interest and usage he may choose one of that or both to proceed with.

**Step6:** He can upload a new song to the application if he really would like to as he can be provided with Upload option.

### **Project Goals:**

- Creating a user login page to those who has already account with previous registration.
- Creating another registration for those who do not have account.
- Designing the home page in which one can see all the classifieds listed in the app.
- This home page should be in a way that Out of selection, each song has its own functionalities like play, pause, next song and previous song which work upon a single click.
- We need to add functionality that all the songs will be displayed as we listed internally and under each list there might be a sub list to choose more options.
- Assigning store data provides choosing play list option, user can get all the previously played and recently played songs with his account credentials.
- One more extra feature that we are supposed to include is sharing option. Here, our applications have been designing in a manner to share all the social network options like Facebook, Twitter, LinkedIn and WhatsApp.
- Location based and time based songs suggestions to the user as explained in detail earlier.
- Most important thing contextualization, which is to give the suggestion to the listener. This feature will add the beauty to the music player app.

### Tools, Languages and Softwares' Required :

- Android studio and Eclipse and APIs
- Java
- DB: Mongo Db
- HTML, CSS3, ANGULARJS.

### App function

#### 1.1. Login/logout

Let user login through username and password. User also can logout whenever they want. If the user forgets password, he/she can retrieve it through email. The system will send the verification code to let the user to reset password.

#### 1.2. Registration

If a user does not have an account, the user can register. In this step, the user needs to provide personal information to create an account.

#### 1.3. Selection

In library page, user can select one of the many options. When one category is selected, the user will first see list of songs under that category. The user can first input the parameters like song id or song name and then know the availability of songs that the app has. The user can also make a record to the database like saving all the recently played songs under play list.

#### 1.4. Suggestion:

When user decides what song he wants, he will be provided with many options like play online, download the song and even he has the option to share the song to whom he wants to send through social sites.

#### 1.5. History/Reminder

User can see all the recorded and played songs information. The system provides the graphic analysis. Also, the suggestion history is provided as recently played.

### 2. Stories (features): Scenario & Use case specification

#### 2.1. Research

Although we have many music apps today, we still miss some functionalities in each app. Considering such cases in order to include all the features in a single app we came up with designing music player. We are including the basic features of a music player along with interesting things like you can share the song in a social network sites. We can also send songs to our friend using this app.

## 2.2. Architecture of the Music Application and its Design

It has divided into two parts: *User Interface design* and *system design*. For *USER INTERFACE design*, it has below User interface specified:

- 1) Register: Design mockup and wireframe for register activity view with user information fields.
- 2) Login: Design mockup and wireframe for login activity view with basic functionality such as user name, password, and login button.
- 3) Music player: Design mockup and wireframe for music player activity view.
- 4) Music player search activity: Design mockup and wireframe for search activity view.
- 5) Music player library activity: Design mockup and wireframe for library activity.
- 6) Music player playlist activity: Design mockup and wireframe for playlist activity.
- 7) Music player share activity: Design mockup and wireframe for share page activity.

For *system design*, it has below activities:

- 1) Login: Design sequence and state diagrams when a user login into the system.
- 2) Logout: Design sequence and state diagrams for logout scenario.
- 3) Music player home page activity: Design sequence and state diagrams for home page scenario;
- 4) Music player search activity: Design sequence and state diagrams for music player search activity
- 5) Music player library activity: Design sequence and state diagrams for Music player library
- 6) Music player share activity: Design sequence and state diagrams for Music player library

## 2.3. Software and hardware Requirements:

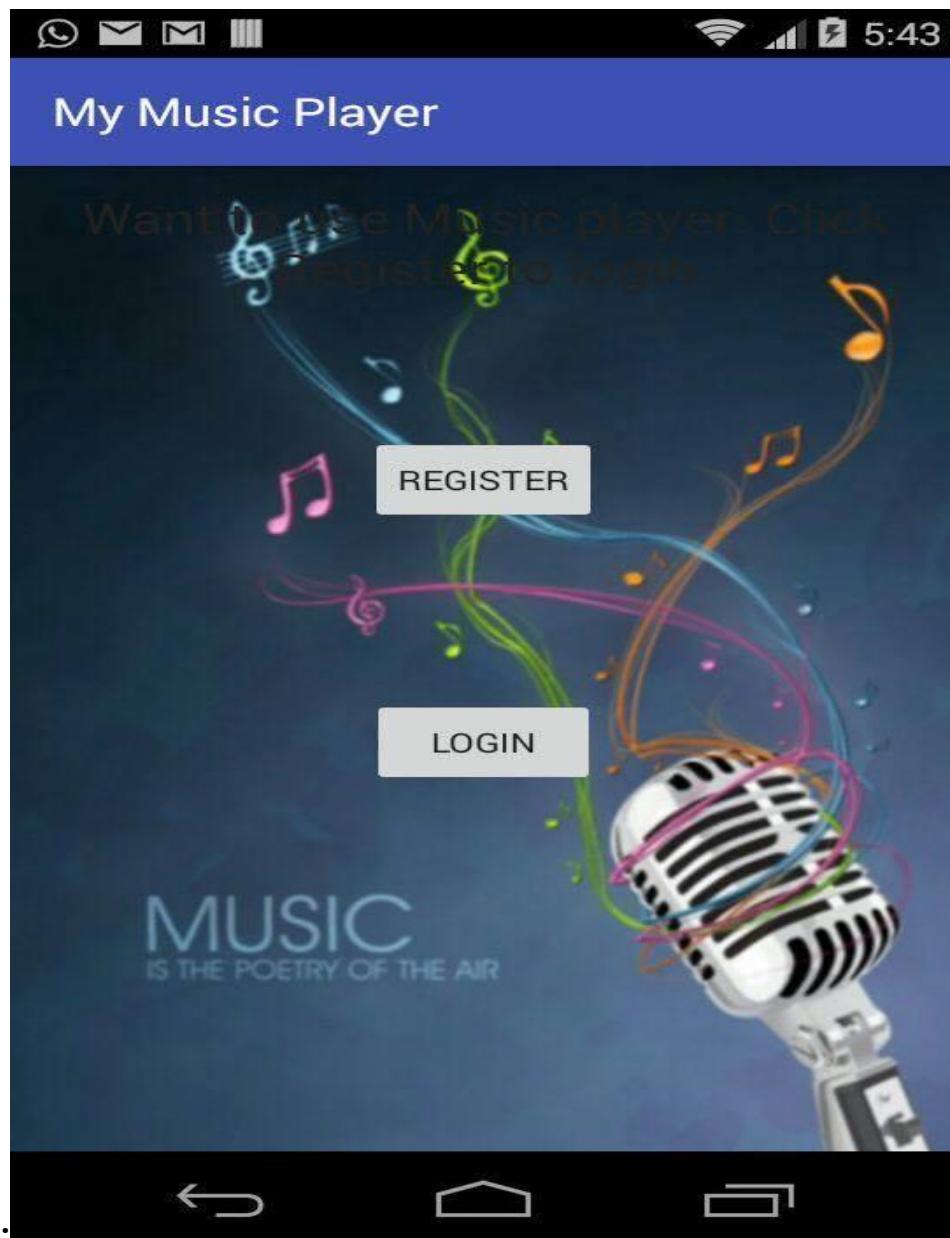
This part includes three tickets:

- 1) Setup database (Hardware): Setting up database with needed schema.
- 2) Setup software development workspace: Setting up GitHub repository and invite collaborators
- 3) Setup Zen hub and other data base tools.

## 2.4. Development

Layouts for currently developed pages:

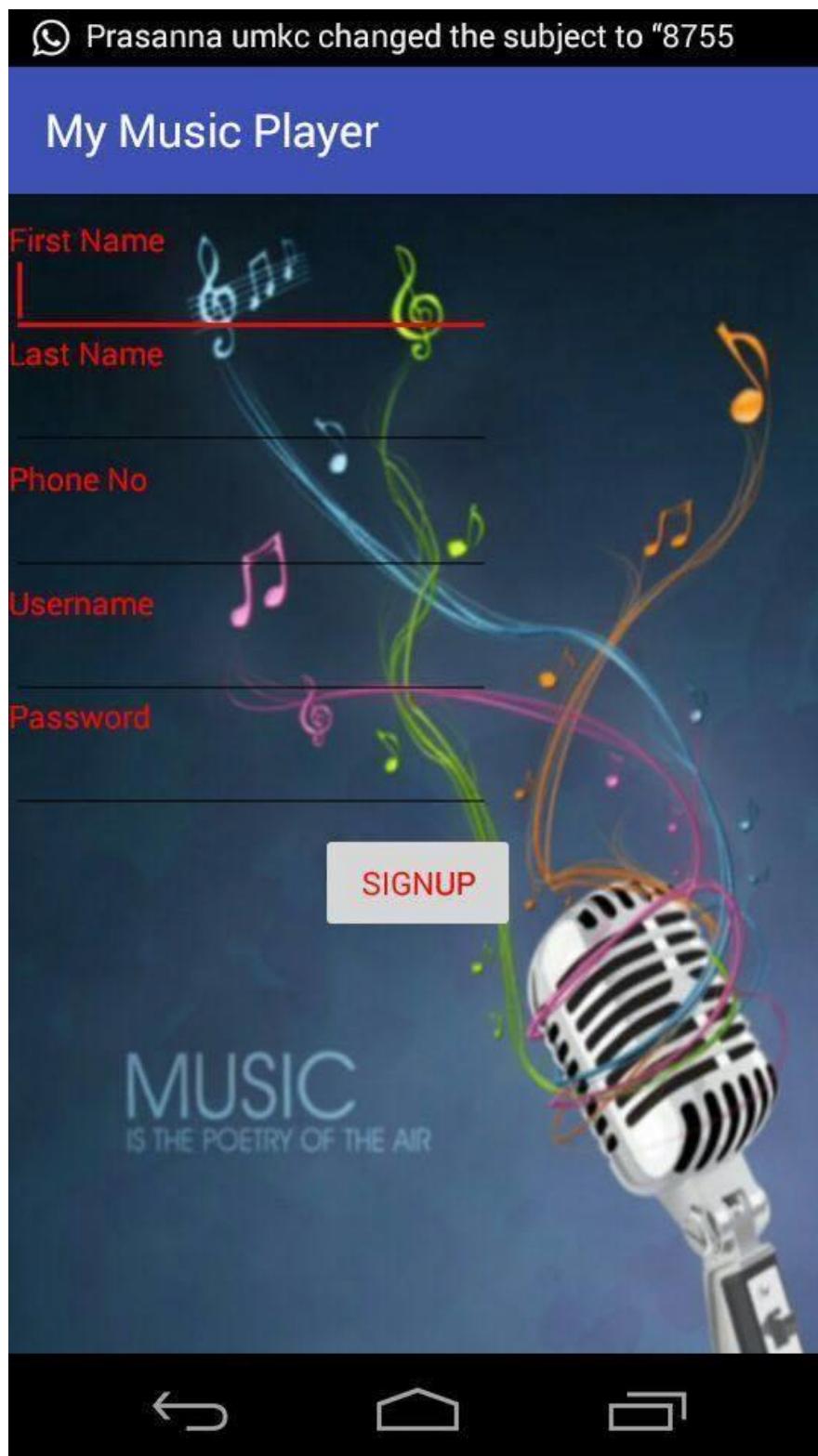
### Welcome Page



## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Registration page:



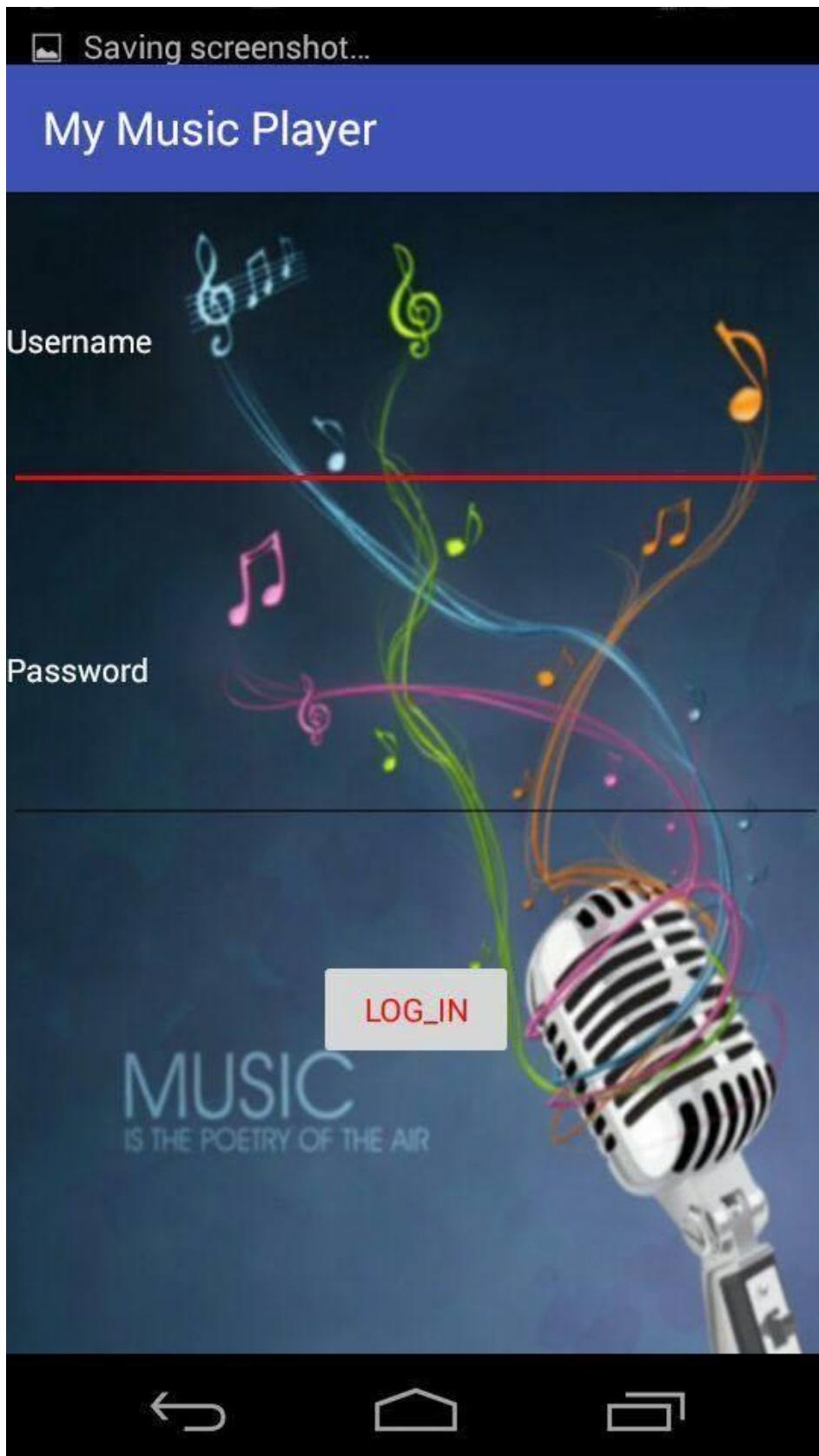
**Successful Registration Page :**



**COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering**

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Login Page :



Songs Home Page :



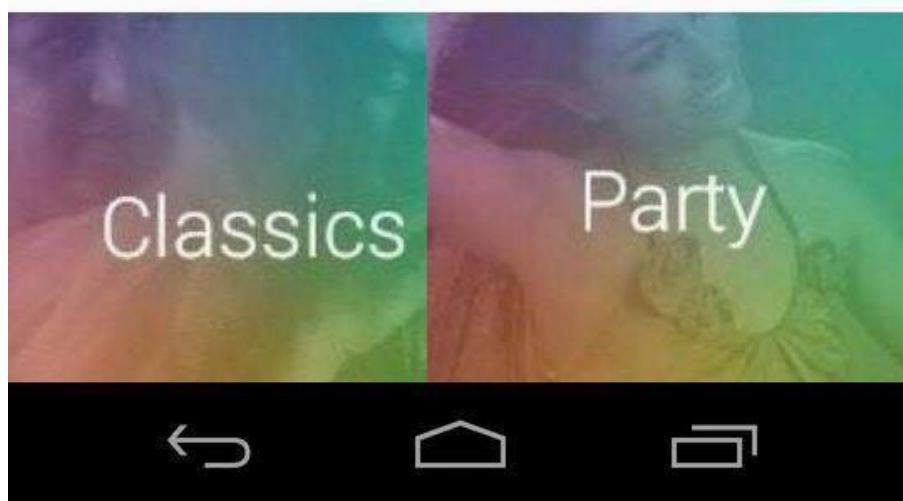
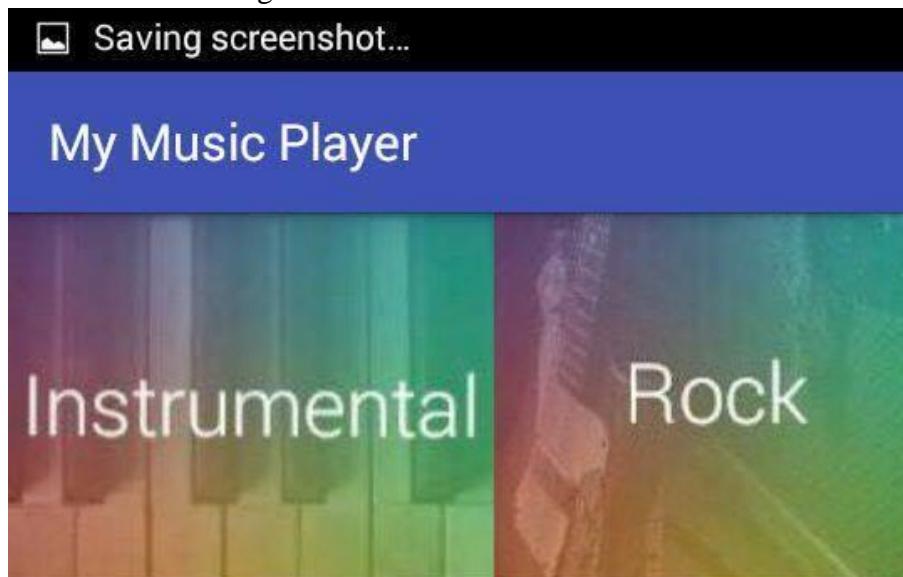
## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

All songs Page :



Genres Selection Page :



## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Instrumental Genre Songs Page :



## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyalu (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Rock Genre Songs Page :



## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

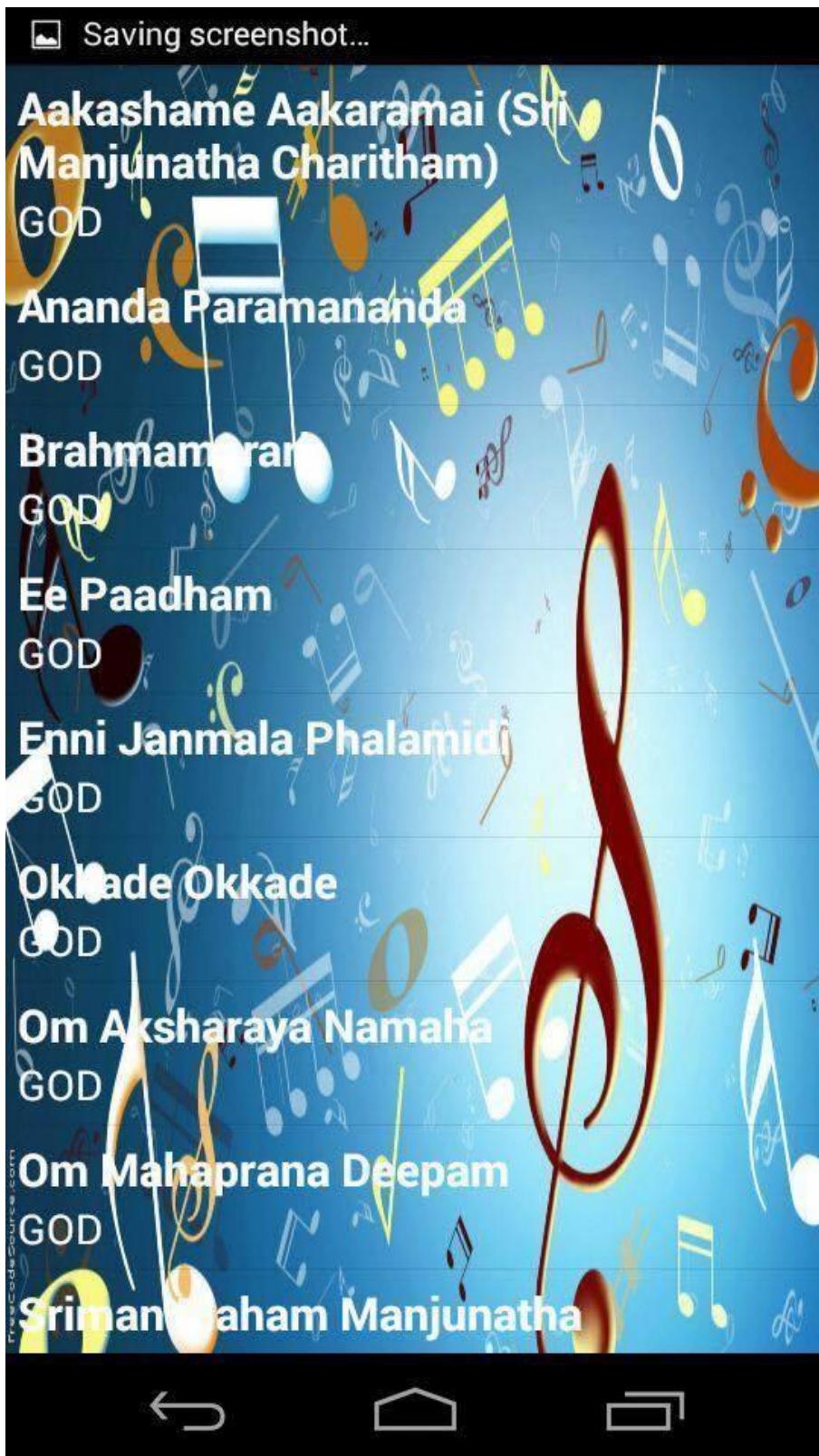
Pop Genre Songs Page :



## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Devotional Genre Songs Page :



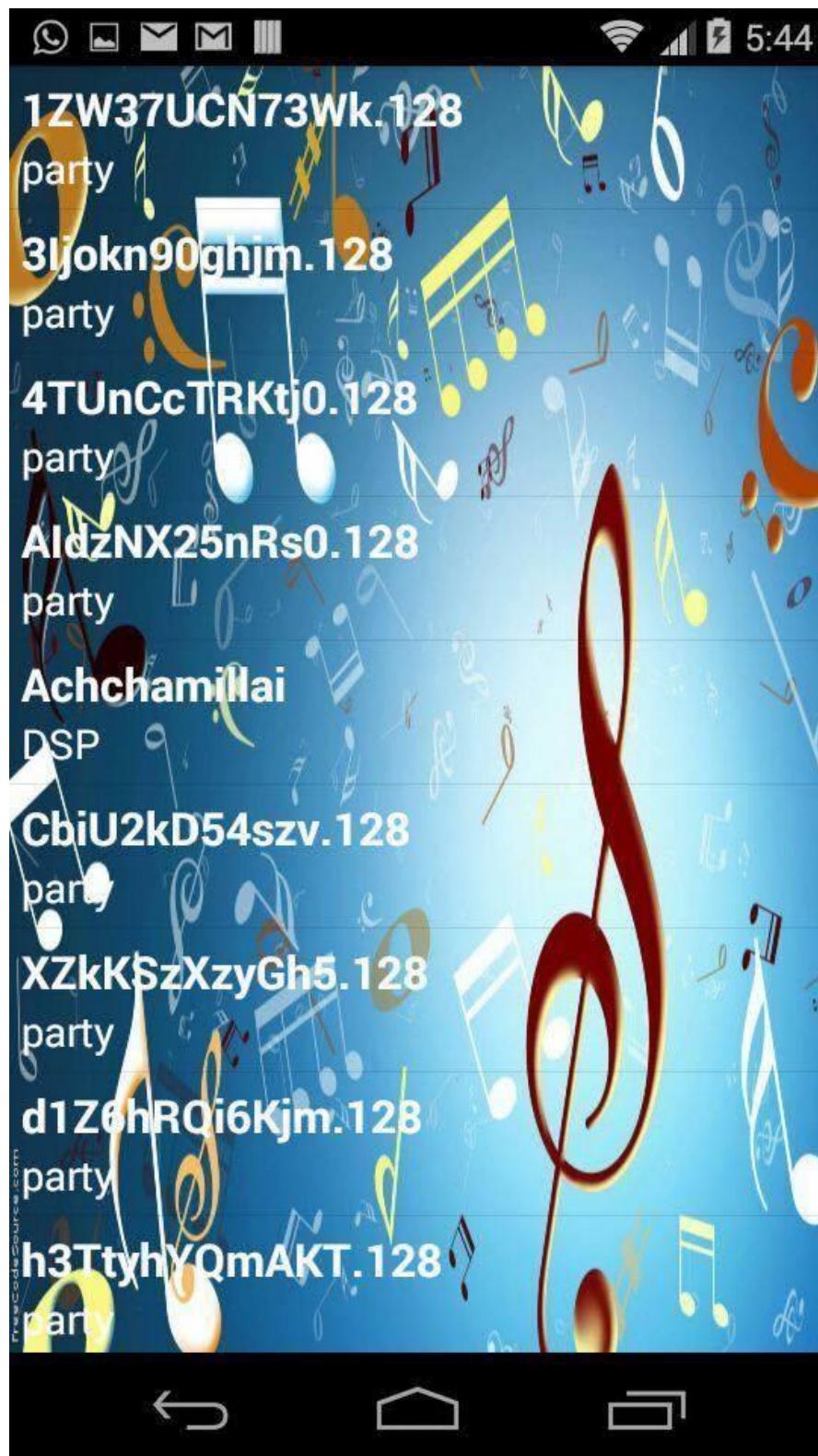
## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

Classics Genre Songs Page :



Party Genre Songs Page :



## 2.5. Bug:

login invalid #15

① Open surya1970 opened this issue 22 seconds ago · 0 comments

surya1970 commented 22 seconds ago

Collaborator +1

login validation failed

surya1970 added the bug label 22 seconds ago

Pipeline

New Issues

Labels

bug

## 2.6. Database

We are using the SQLite database as storage and we will use other databases in future if we need other to be added.

### 3. The First Four Increments:

- 3.1. Increment 1-- Requirement Analysis and Design the application**
- 1) Introduction about Music player and collect basic information needed
  - 2) Setup Zenhub Tool and Github for every team member.
  - 3) Design class diagrams.
  - 4) Design sequence diagrams.
  - 5) Design state diagrams.
  - 6) Design WireFrames.

### 3.2. Increment 2—Implementation/ System Testing

- 1) Implement Login/logout/Registration/ Registration validation.
- 2) Implement Music player main page.
- 3) Implement Java codes for basic functionalities for the above needs.
- 4) Test Login/logout UI/Registration/Registration validation.
- 5) Test Music player pages.

### 3.3. Increment 3 – Coding/Testing

- 1) Implement Music player other features such as search activity.
- 2) Implement categorization of songs.
- 3) Implement social network sharing.
- 4) Implement playlist page
- 5) Test Music player search activity page.
- 6) Test categorization page
- 7) Test social network sharing page.

- 8) Test playlist page

### 3.4. Increment 4 – Refinement of final GUI

- 1) Refine final GUI for Login page /logout page /Registration page /Registration validation.
- 2) Refine final GUI for Music player home page.
- 3) Refine final GUI for Music player search activity.
- 4) Refine final GUI for Music player categorization of songs.
- 5) Refine final GUI for social network sharing. 6) Refine final GUI for Playlist addition.

## 4. Final Project Timelines, Team Members and their allocation for Task Responsibility

Members and their Responsibilities

<b>Project Artifacts</b>	<b>Team: Vilas, Dinesh, Ranjitha</b>
Projects Plan	ALL
UML Diagram	ALL
Handling Database	Vilas
Initial layouts design	Dinesh and Ranjitha
Project Reports	Dinesh
Implementation	All
System Testing	Ranjitha
App Maintenance	Vilas

Timelines of Project for Music player:

<b>Increments</b>	<b>Tasks</b>
Increment 1	Design class and sequence diagrams needed for music player
Increment 2	Implementation of code (login user, registrations and Music player pages)
Increment 3	Final Code Implementation+ Testing (Music player songs play, Codec for Music player, playlist addition, search songs and share in social network) and use case
Increment 4	Cosmetic changes and deployment

## COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

### 5. Contribution:

Screenshot of a GitHub repository dashboard for 'Project\_MP' showing activity from March 4, 2016, to March 11, 2016.

Key statistics:

- 1 Active Pull Request
- 4 Active Issues
- 1 Merged Pull Request
- 0 Proposed Pull Requests
- 4 Closed Issues
- 0 New Issues

Excluding merges, 2 authors have pushed 2 commits to vilasb and 3 commits to all branches. On vilasb, 26 files have changed and there have been 276 additions and 33 deletions.

1 Pull request merged by 1 person

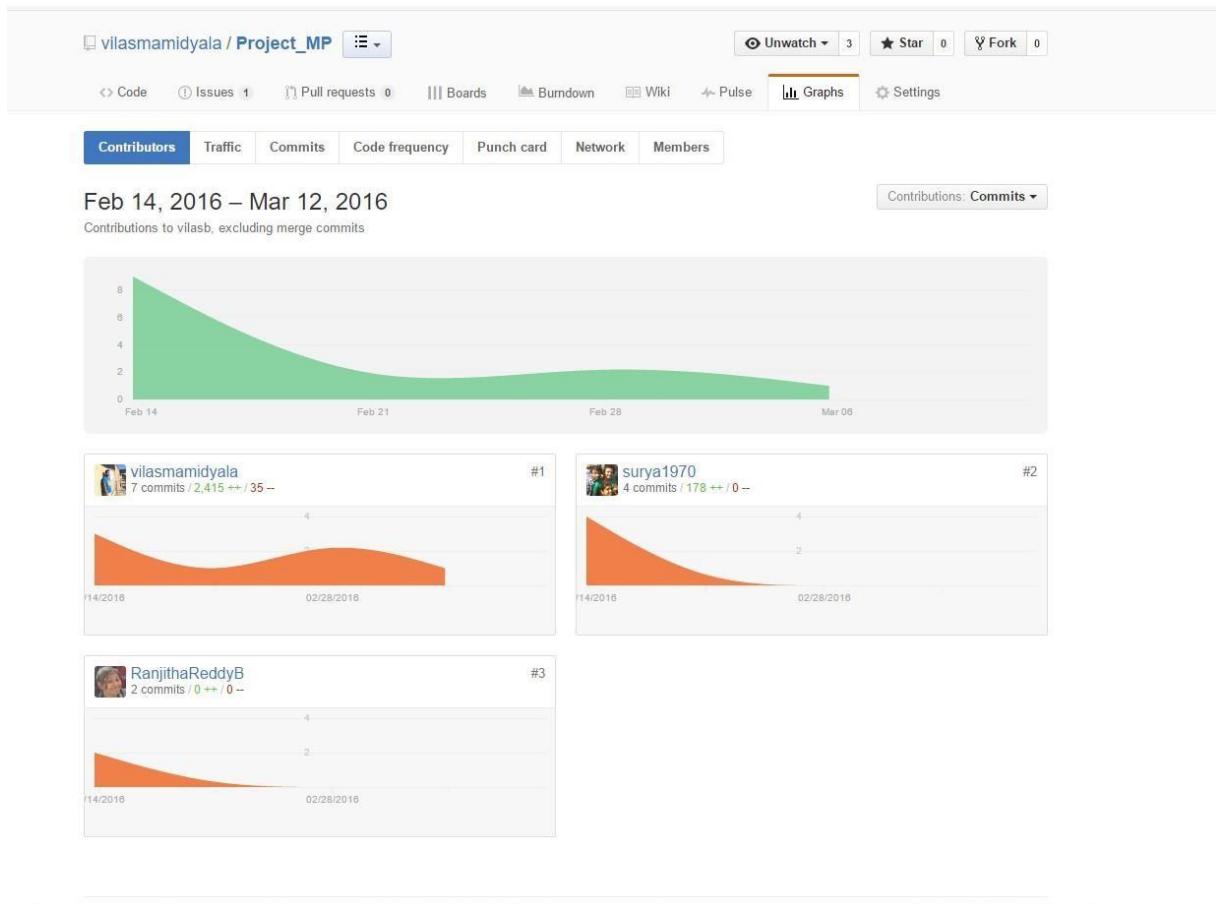
Merged #26 hi 6 hours ago

4 Issues closed by 2 people

- Closed #24 Make changes to the code for the app 9 minutes ago
- Closed #20 Make changes to the class diagrams 30 minutes ago
- Closed #21 Make changes to the sequence diagrams 6 hours ago
- Closed #25 Make changes to the wireframes 7 days ago

# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)



## FOURTH INCREMENT REPORT

### MUSIC PLAYER

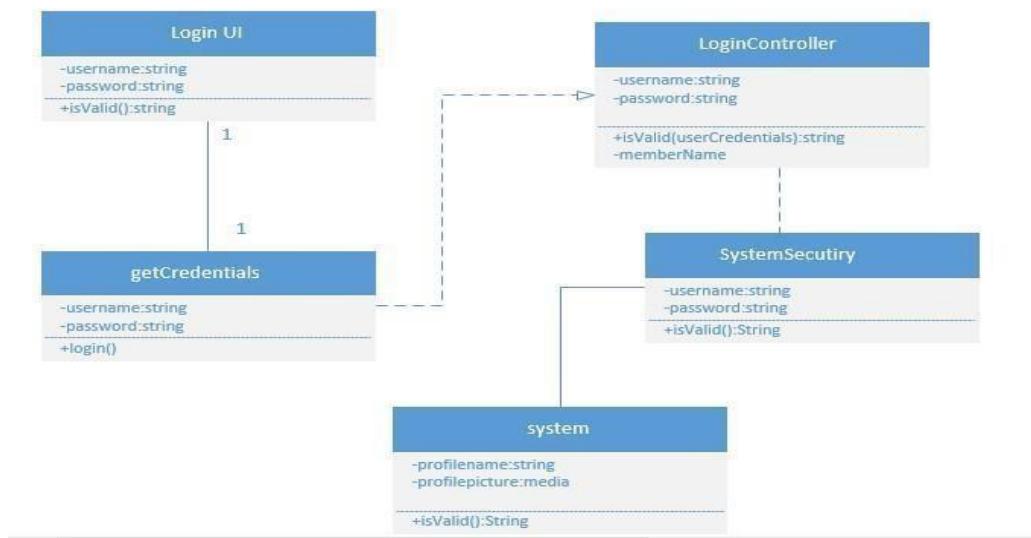
#### **1. Introduction:**

This topic of developing a music app has come from the various reviews taken from the people who are continuously involving in work without any rest. Those people almost 80% of the people needs to get refreshment in order to soothe themselves from those work tensions will be getting relaxation upon listening to music. Basing on such benefits and with an intension to relieve such kind of people to be like getting relief, we are introducing this application. In this application, one can have many options to select songs and various varieties upon their interest. Many extra features will be added to our project like sharing the song which he wants to forward through social media like Facebook, WhatsApp and many available sources.

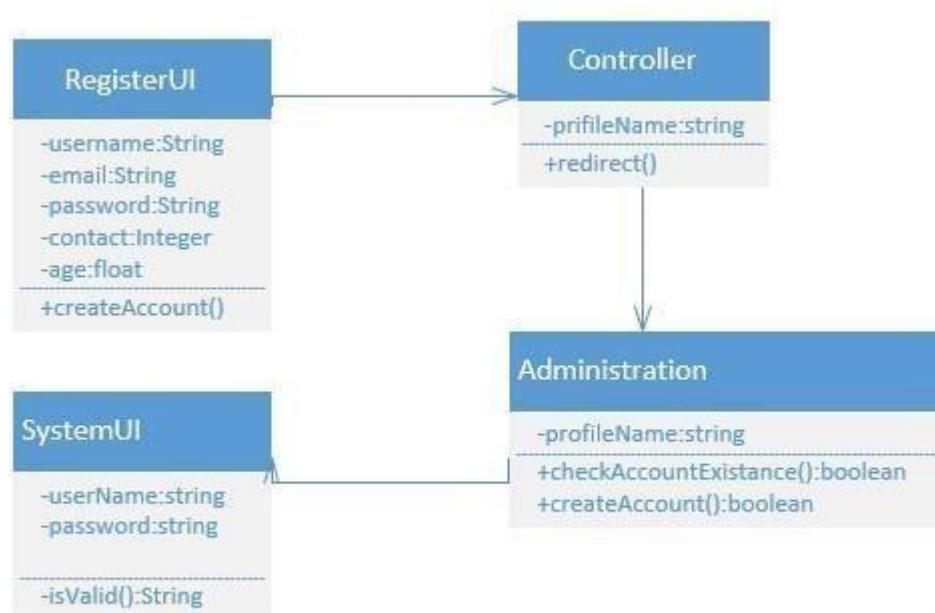
#### **2. UML**

##### **2.1 UML Class diagram**

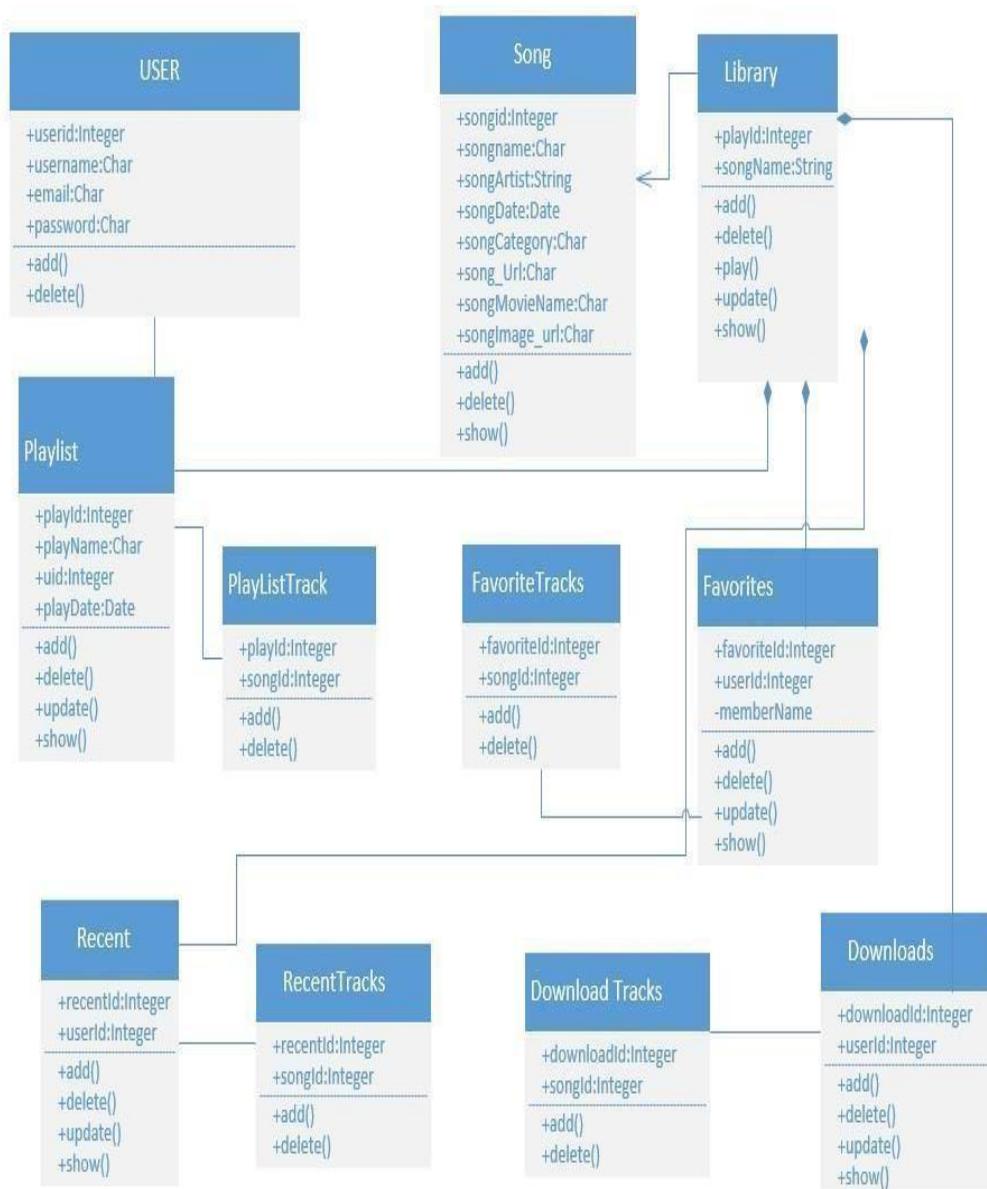
###### **2.1.1 Login Page**



### 2.1.2 Registration\_Activity

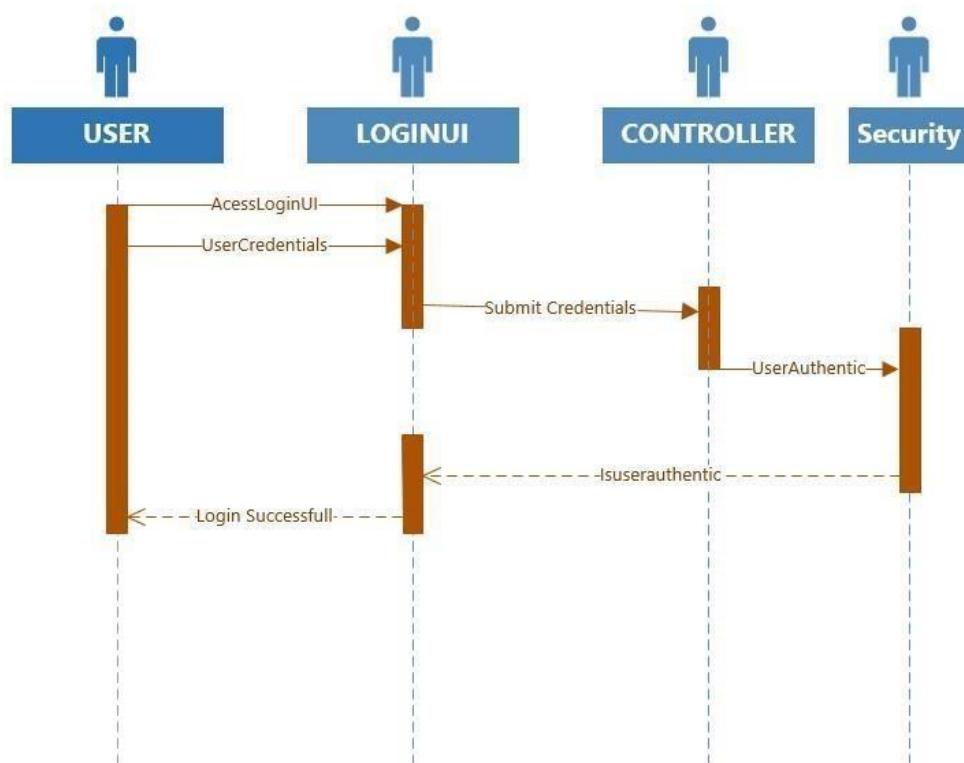


### 2.1.3 Music player

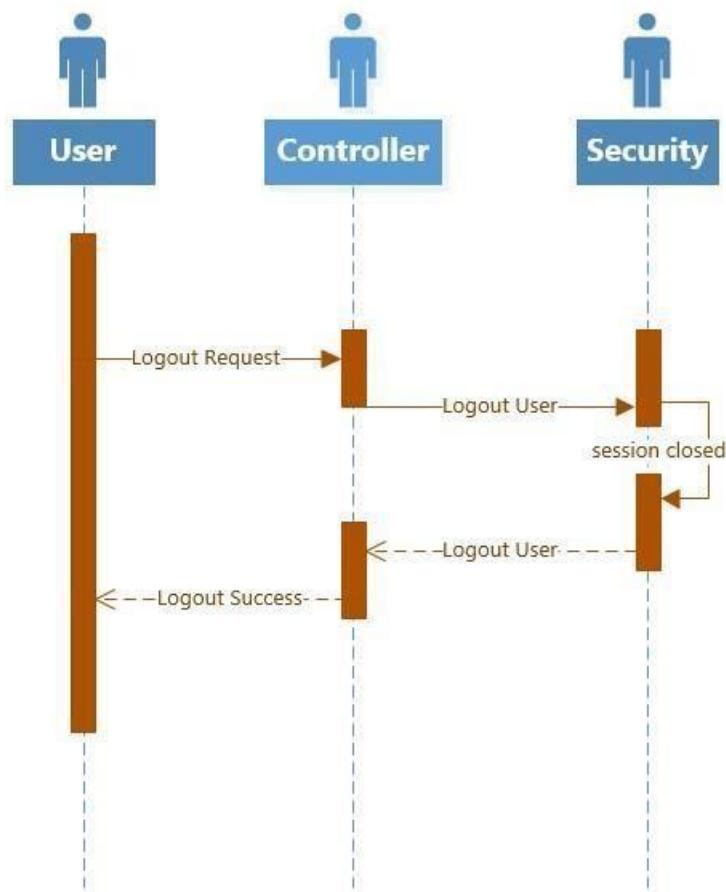


## 2.2 UML Sequence diagram

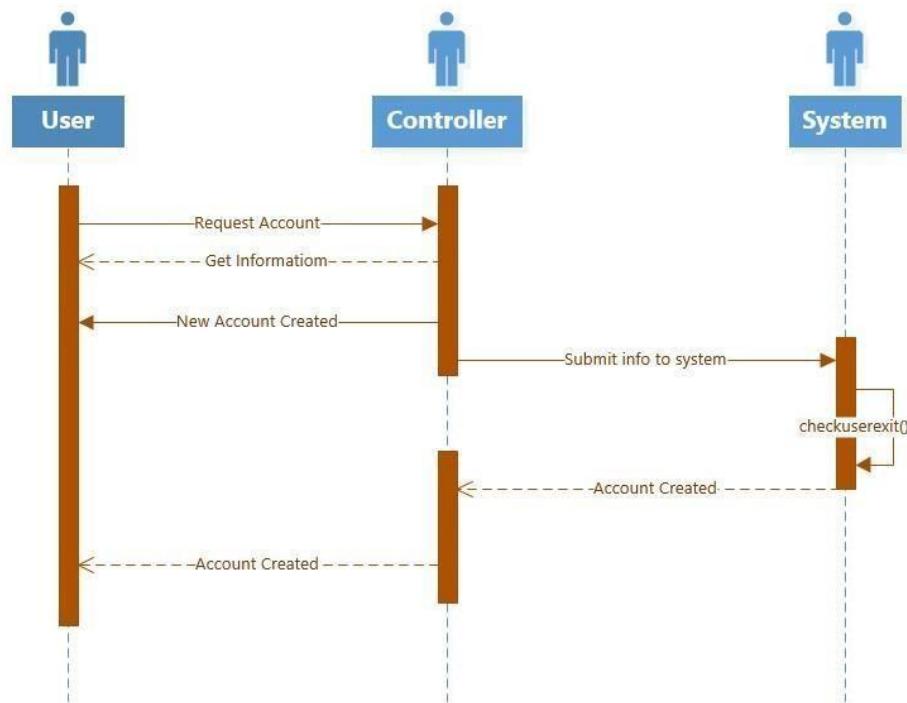
### 2.2.1 Login



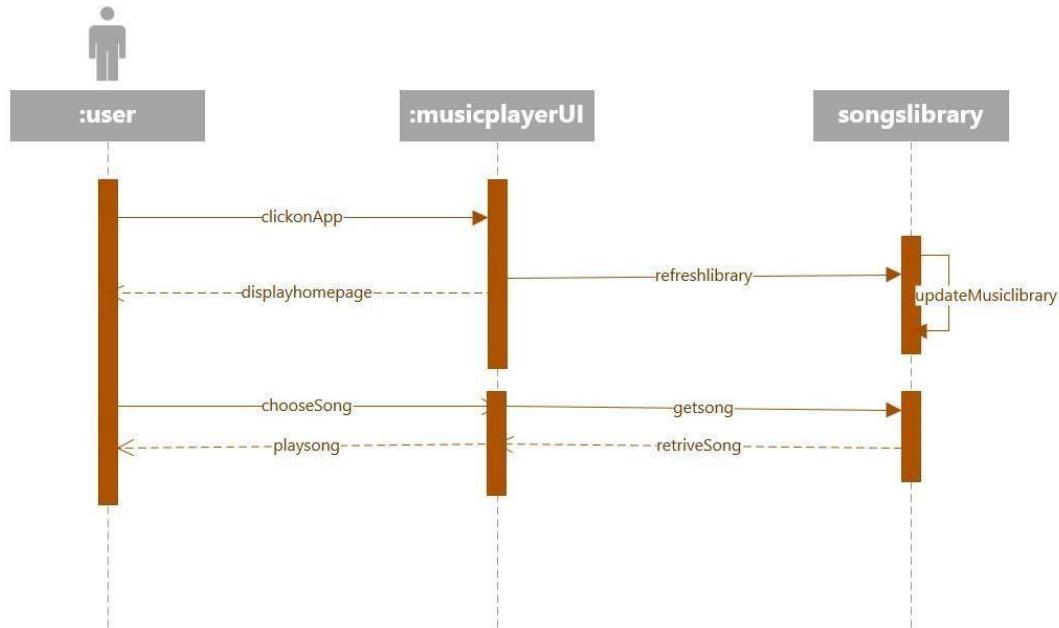
### 2.2.2 Logout



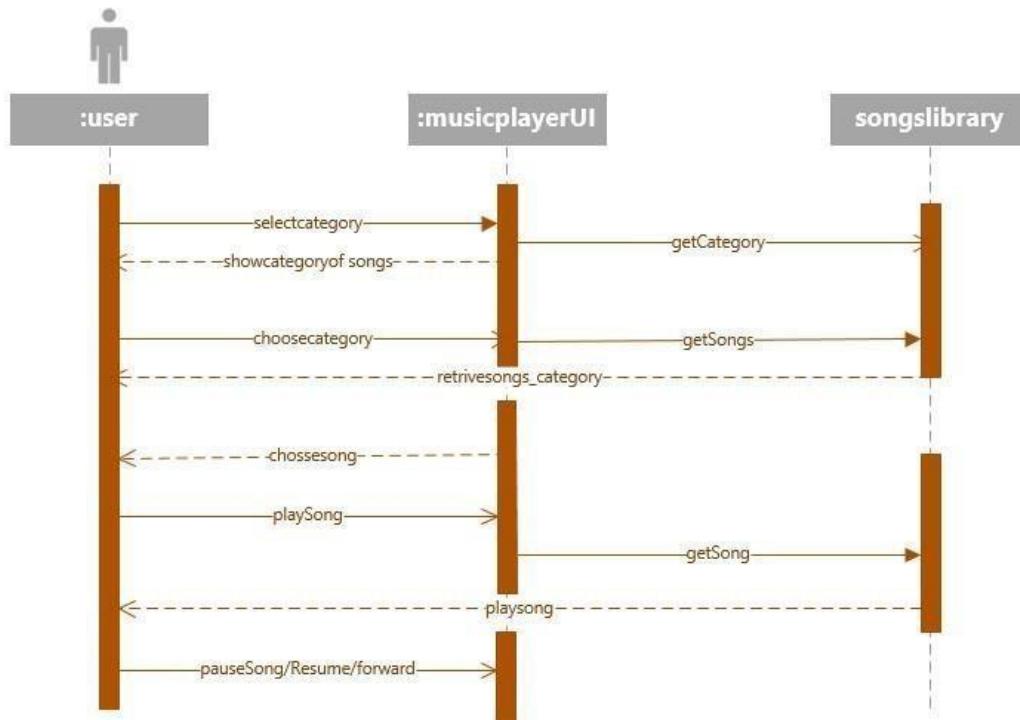
### 2.2.3 Registration



### 2.2.4 Music Player

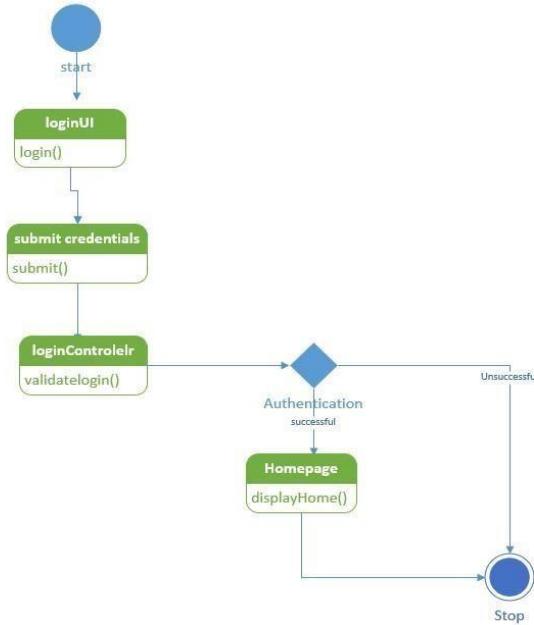


### 2.2.5 Music\_player2

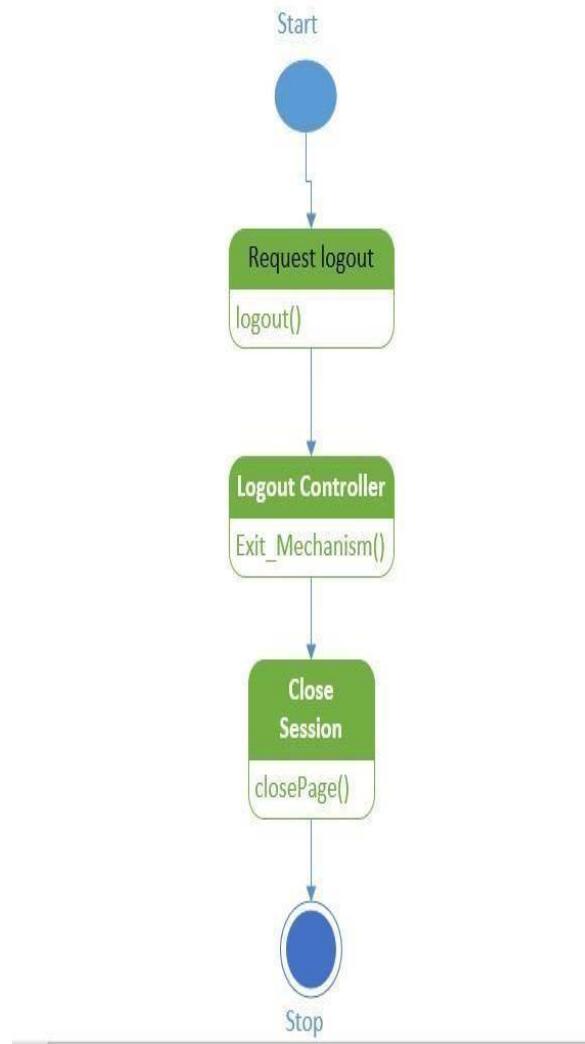


### 2.3 UML State Diagram

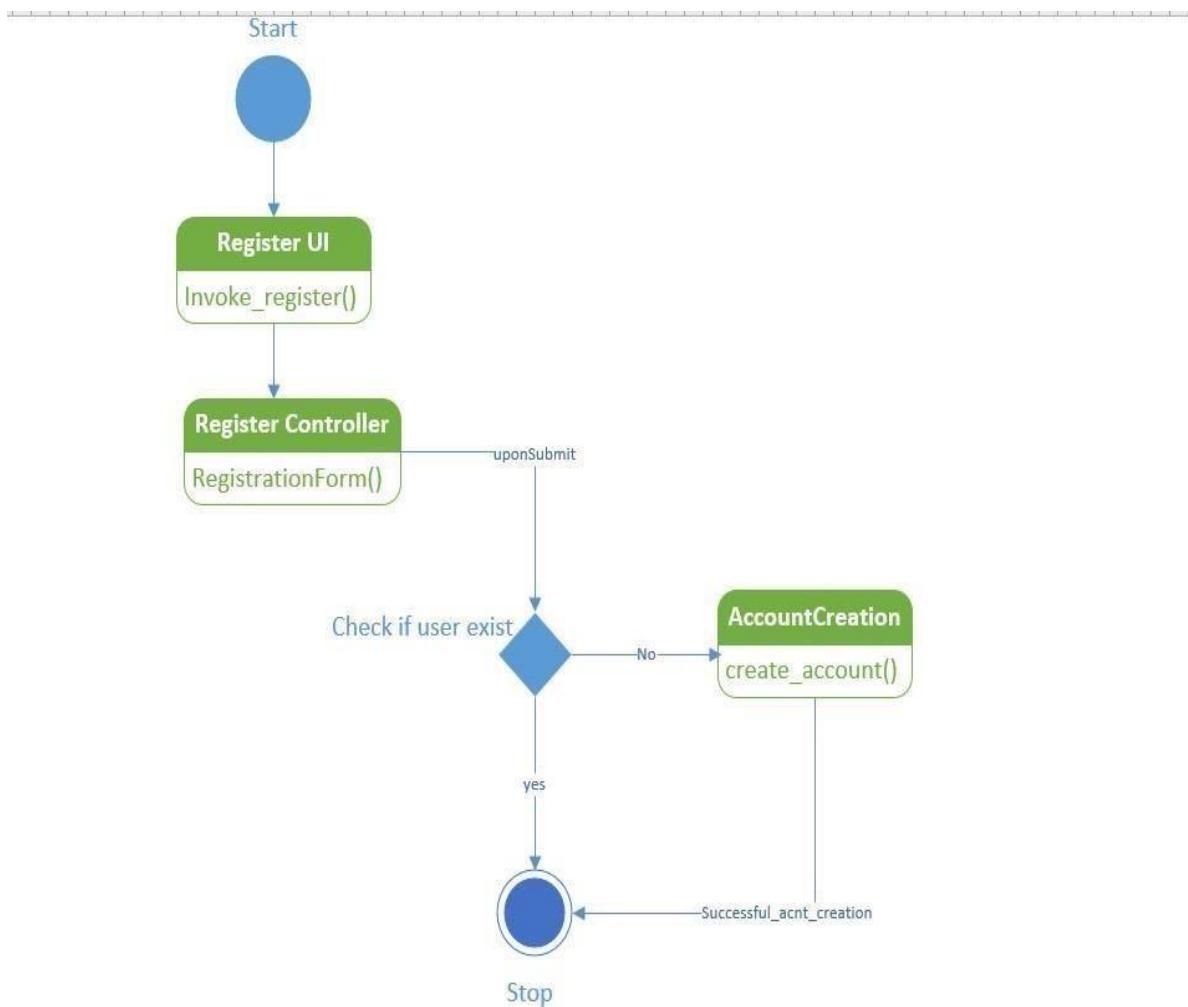
### 2.3.1 Login



### 2.3.2 Logout



### 2.3.3 Registration



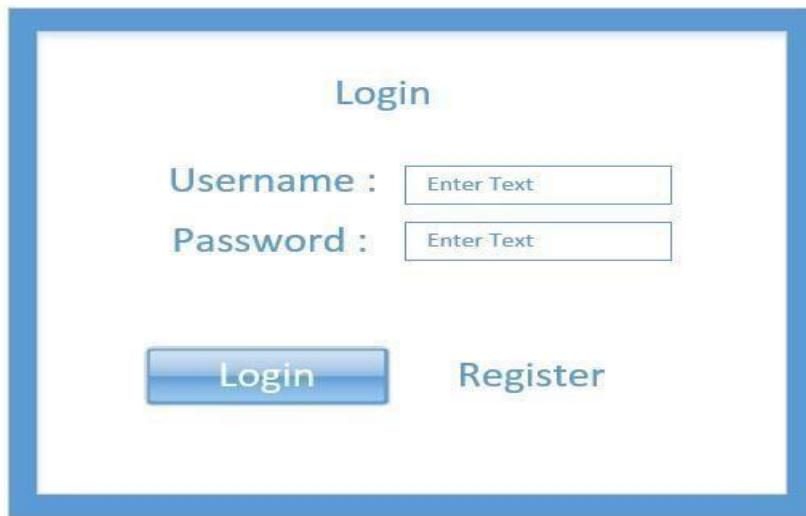
### 2.3.4 Activity Page:




---

## 3 WIREFRAMES FOR MUSIC PLAYER

### 3.1 Login



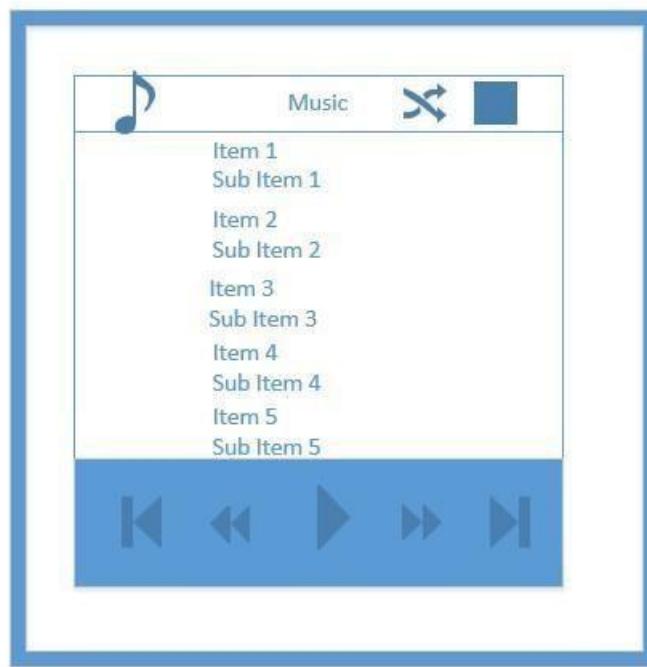
### 3.2 Registration

**Register**

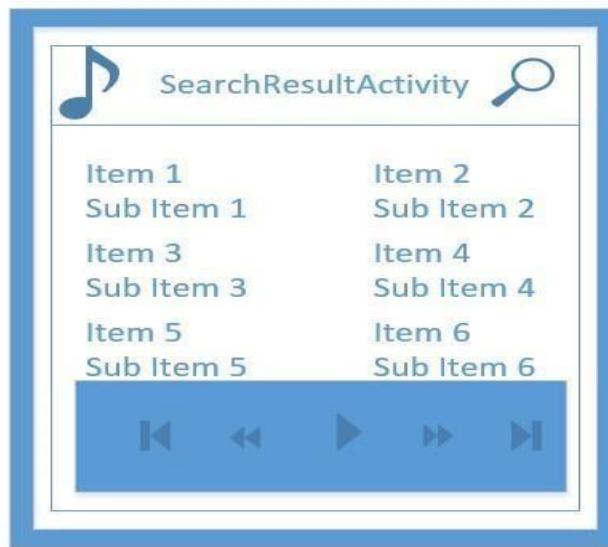
<b>First Name :</b>	<input type="text" value="Enter Text"/>
<b>Last Name :</b>	<input type="text" value="Enter Text"/>
<b>Username :</b>	<input type="text" value="Enter Text"/>
<b>Password :</b>	<input type="text" value="Enter Text"/>
<b>Phone No :</b>	<input type="text" value="Enter Text"/>

**Register**      [Cancel](#)

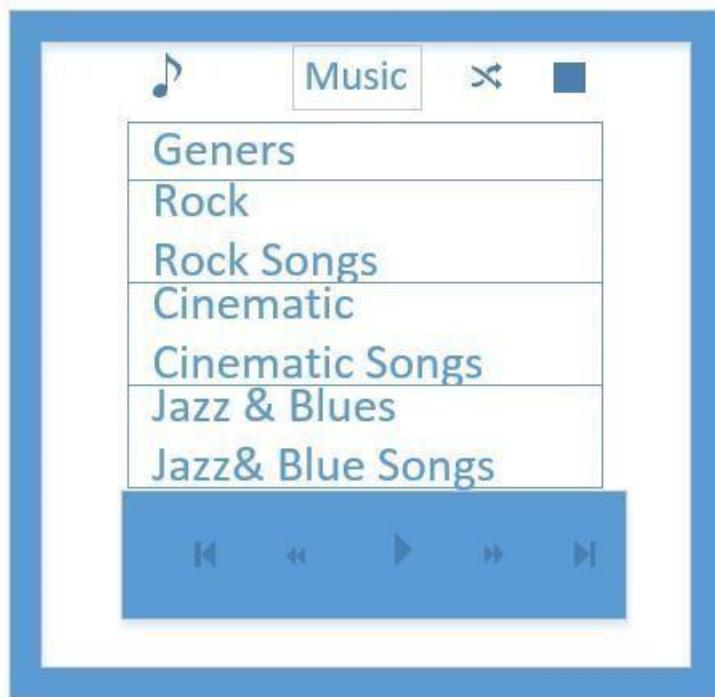
### 3.3 Music player



### 3.4 Music player search activity wireframe



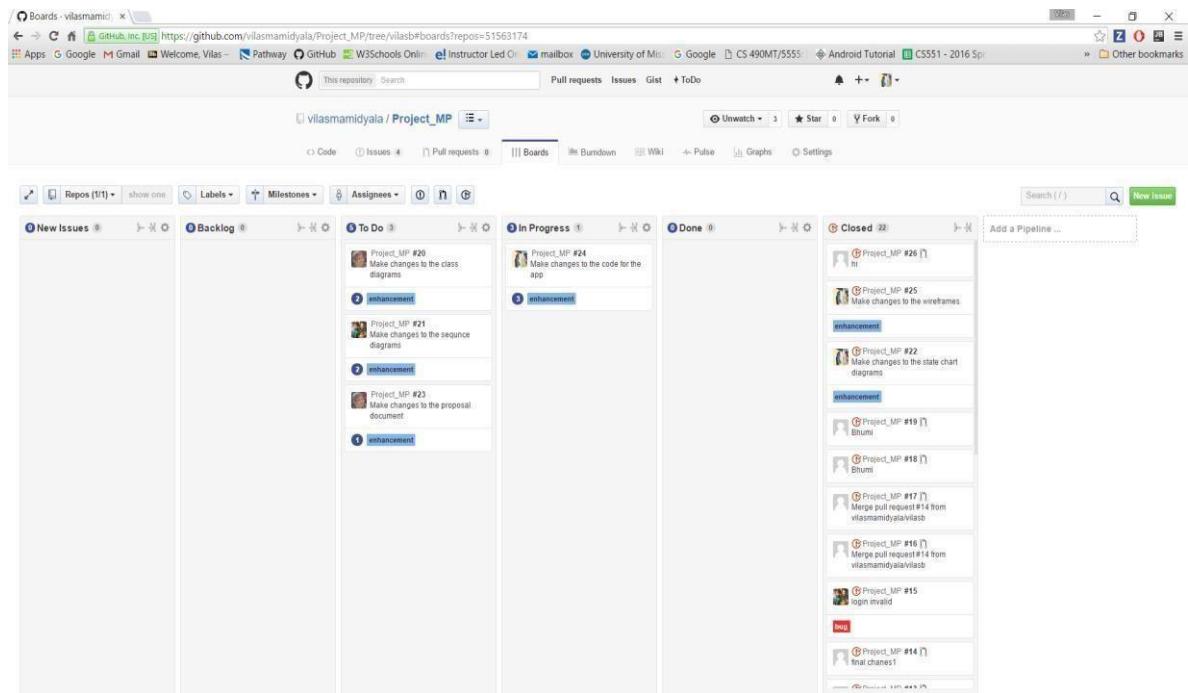
### 3.5 Music player\_Category



Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 4 Architecture/Design

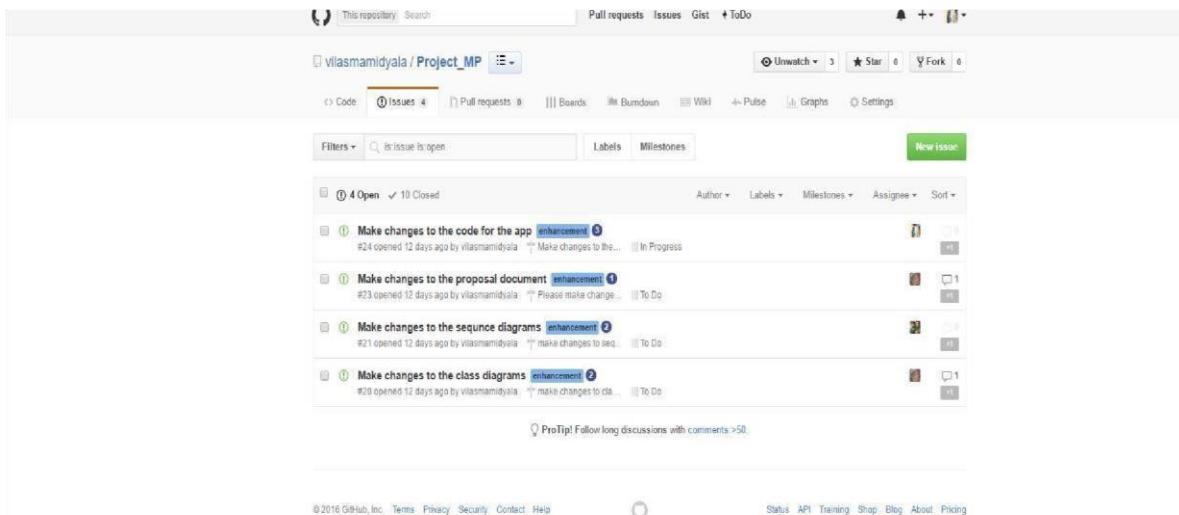
### 4.1. ZenhubTool



### 4.2 Issues

# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)



The screenshot shows a GitHub repository page for 'vlasmamidyal / Project\_MP'. The 'Issues' tab is selected, displaying four open issues:

- #24: Make changes to the code for the app (enhancement) - In Progress
- #23: Make changes to the proposal document (enhancement) - To Do
- #21: Make changes to the sequence diagrams (enhancement) - To Do
- #20: Make changes to the class diagrams (enhancement) - To Do

Filters at the top show '4 Open' and '10 Closed'. A search bar contains 'is:issue is:open'. Buttons for 'Labels' and 'Milestones' are visible, along with a 'New Issue' button.

## COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

### 4.3 Milestones for App

The screenshot shows a screenshot of the Zenhub tool interface. At the top, there's a header with a repository icon, 'This repository / Search' bar, and navigation links for 'Pull requests', 'Issues', 'Gist', 'ToDo', 'Unwatch', 'Star', 'Fork', and 'Settings'. Below the header, the repository name 'vlasmamidyal / Project\_MP' is displayed along with a dropdown menu. The main area is titled 'Milestones' and shows a list of completed milestones:

Milestone Name	Status	Completion (%)	Open Issues	Closed Issues
wireframes	Closed	100%	0 open	1 closed
design class diagram	Closed	100%	0 open	1 closed
design sequence diagrams	Closed	100%	0 open	1 closed
design state diagram for music player	Closed	100%	0 open	1 closed
create login page	Closed	100%	0 open	1 closed
create registration page	Closed	100%	0 open	1 closed

Each milestone entry includes a green progress bar, the number of open and closed issues, and links for 'Edit', 'Reopen', and 'Delete'.

### 4.4 Bug in Zenhub tool

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

login invalid #15

Closed surya1970 opened this issue a minute ago · 1 comment

surya1970 commented 22 seconds ago  
login validation failed

surya1970 added the **bug** label 22 seconds ago

surya1970 commented 22 seconds ago  
this bug will be fixed after implementation

surya1970 closed this 22 seconds ago

**Pipeline**  
New Issues

**Labels**  
**bug**

**Milestone**  
No milestone

**Estimate**  
No estimate yet

**Assignee**  
No one—assign yourself

#### 4.5 Github

Three branches: vilasb, dineshb, and bhumi:

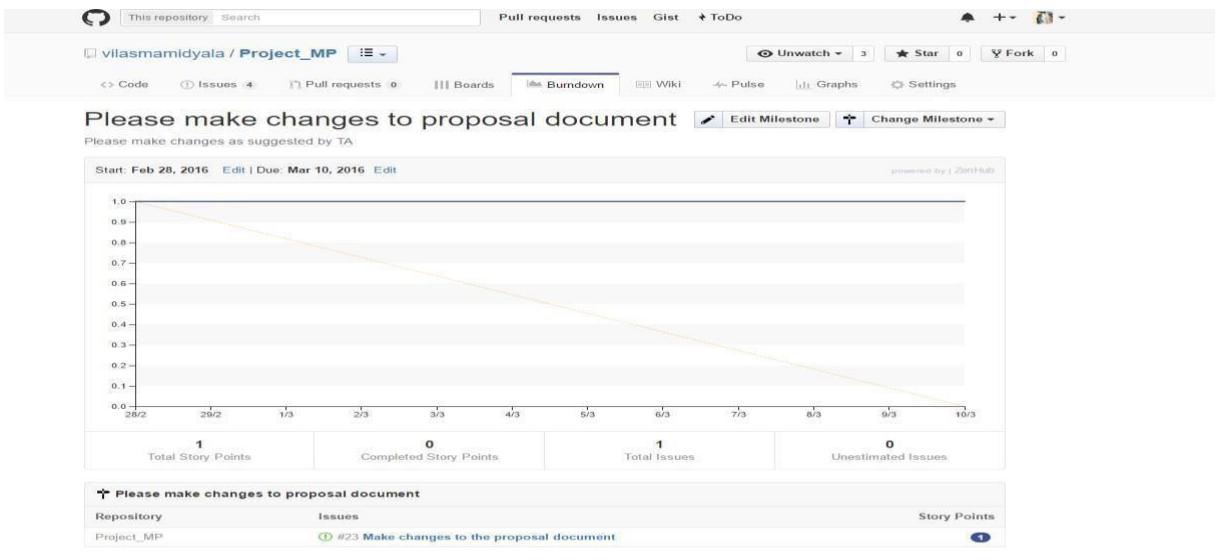
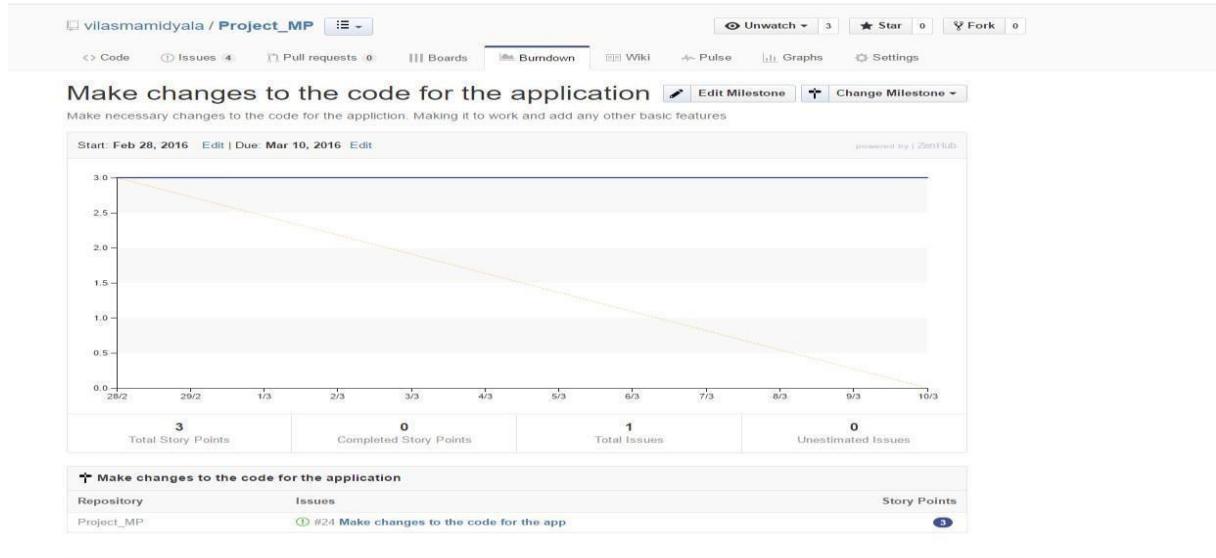
[https://github.com/vilasmamidyal/Project\\_MP/issues#boards?repos=51563174](https://github.com/vilasmamidyal/Project_MP/issues#boards?repos=51563174)

[https://github.com/vilasmamidyal/Project\\_MP](https://github.com/vilasmamidyal/Project_MP)

#### 4.6 Burndown graph:

# COMP-SCI 5551 (Spring 2016) - Advance Software Engineering

Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)



## 5. Project Plan – MusicPlayer

### 1 Project Introduction

#### Objective:

In today's scenario, it is quite common to get refreshment over this competitive and workaholic world. One might have a constant search of relaxation through various form of entertainment. Out of all those, listening to music has becoming the best way to switch to normal mode

instantly. Thus, here we are creating an application which works for the same purpose as discussed above with many functionalities and giving access to users to choose whatever they want.

### **Project Goals:**

Our application involves many functionalities like categorizing the songs based on timings and the type of song. We do have both facilities like listening the song from internet or else can download and listen if user wants for long time listening. Contextualization is the another thing which we would like to implement. This is to give user song suggestions and based on user context. Another interesting thing is to make suggestions based on time and geographical location. It means user can listen to songs based on location specific popular songs.

### **Inbuilt Functions:**

- Library which has many kinds of selections.
- Library also contains Albums, Favorites, Recent, Downloads, Pop, Rock and Classic.
- Each category has its own tracks internally.
- All these categories do have again inner list of those songs which provides inner details of each song like singer, movie, song Id, and the date it was released in to market.

### **Operative Path:**

**Step1:** User needs to be login the app. If one is a new visitor to the app he has to get register himself in to the app so that he an access all the facilities of the application.

**Step2:** In order to get any kind of song, we need to open library and then need to select the type of category.

**Step3:** As soon as he selected the type of category, he will be given many options in that category to choose and many details regarding the song will be displayed.

**Step4:** Upon his selection after considering all these classifieds, there are two options like Download and play now in front of him to choose with.

**Step5:** Out of those two, basing on his interest and usage he may choose one of that or both to proceed with.

**Step6:** He can upload a new song to the application if he really would like to as he can be provided with Upload option.

### **Project Goals:**

- Creating a user login page to those who has already account with previous registration.

- Creating another registration for those who do not have account.
- Designing the home page in which one can see all the classifieds listed in the app.
- This home page should be in a way that Out of selection, each song has its own functionalities like play, pause, next song and previous song which work upon a single click.
- We need to add functionality that all the songs will be displayed as we listed internally and under each list there might be a sub list to choose more options.
- Assigning store data provides choosing play list option, user can get all the previously played and recently played songs with his account credentials.
- One more extra feature that we are supposed to include is sharing option. Here, our applications have been designing in a manner to share all the social network options like Facebook, Twitter, LinkedIn and WhatsApp.
- Location based and time based songs suggestions to the user as explained in detail earlier.
- Most important thing contextualization, which is to give the suggestion to the listener. This feature will add the beauty to the music player app.

#### Tools, Languages and Softwares' Required :

- Android studio and Eclipse and APIs
- Java
- DB: Mongo Db
- HTML, CSS3, ANGULARJS.

#### App function

##### 1.1. Login/logout

Let user login through username and password. User also can logout whenever they want. If the user forgets password, he/she can retrieve it through email. The system will send the verification code to let the user to reset password.

##### 1.2. Registration

If a user does not have an account, the user can register. In this step, the user needs to provide personal information to create an account.

##### 1.3. Selection

In library page, user can select one of the many options. When one category is selected, the user will first see list of songs under that category. The user can first input the parameters like song id or song name and then know the availability of songs that the app has. The user can also make a record to the database like saving all the recently played songs under play list.

##### 1.4. Suggestion:

When user decides what song he wants, he will be provided with many options like play online, download the song and even he has the option to share the song to whom he wants to send through social sites.

### 1.5. History/Reminder

User can see all the recorded and played songs information. The system provides the graphic analysis. Also, the suggestion history is provided as recently played.

## 2. Stories (features): Scenario & Use case specification

### 2.1. Research

Although we have many music apps today, we still miss some functionalities in each app. Considering such cases in order to include all the features in a single app we came up with designing music player. We are including the basic features of a music player along with interesting things like you can share the song in a social network sites. We can also send songs to our friend using this app.

### 2.2. Architecture of the Music Application and its Design

It has divided into two parts:

*User Interface design* and *system design*. For **USER INTERFACE design**, it has below User interface specified:

- 1) Register: Design mockup and wireframe for register activity view with user information fields.
- 2) Login: Design mockup and wireframe for login activity view with basic functionality such as user name, password, and login button.
- 3) Music player: Design mockup and wireframe for music player activity view.
- 4) Music player search activity: Design mockup and wireframe for search activity view.
- 5) Music player library activity: Design mockup and wireframe for library activity.
- 6) Music player playlist activity: Design mockup and wireframe for playlist activity.
- 7) Music player share activity: Design mockup and wireframe for share page activity.

For *system design*, it has below activities:

- 1) Login: Design sequence and state diagrams when a user login into the system.
- 2) Logout: Design sequence and state diagrams for logout scenario.
- 3) Music player home page activity: Design sequence and state diagrams for home page scenario;
- 4) Music player search activity: Design sequence and state diagrams for music player search activity

- 5) Music player library activity: Design sequence and state diagrams for Music player library
- 6) Music player share activity: Design sequence and state diagrams for Music player library

### **2.3. Software and hardware Requirements:**

This part includes three tickets:

- 1) Setup database (Hardware): Setting up database with needed schema.
- 2) Setup software development workspace: Setting up GitHub repository and invite collaborators
- 3) Setup Zen hub and other data base tools.

### **2.4. Development**

Layouts for currently developed pages:

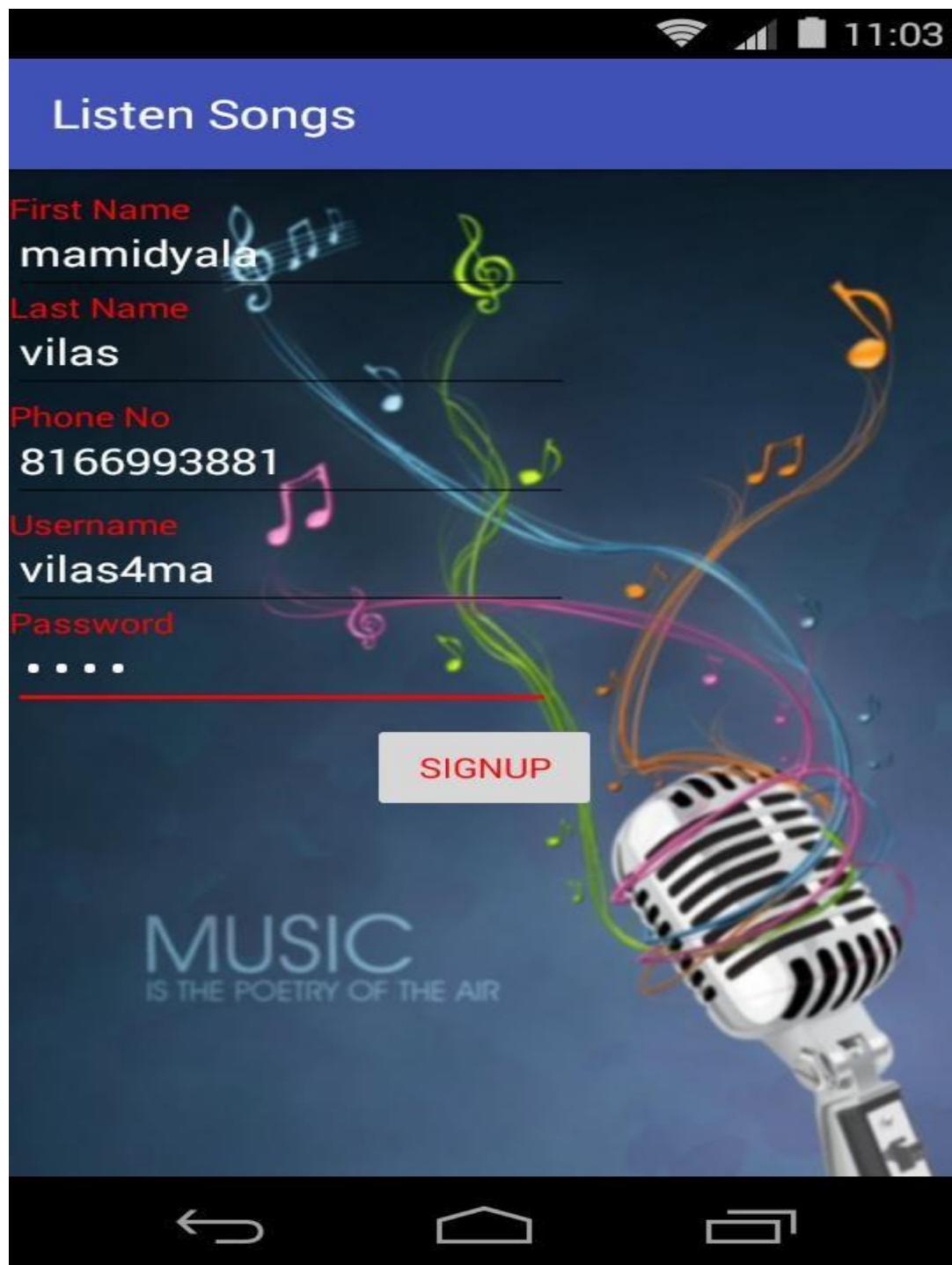
#### **Welcome Page :**



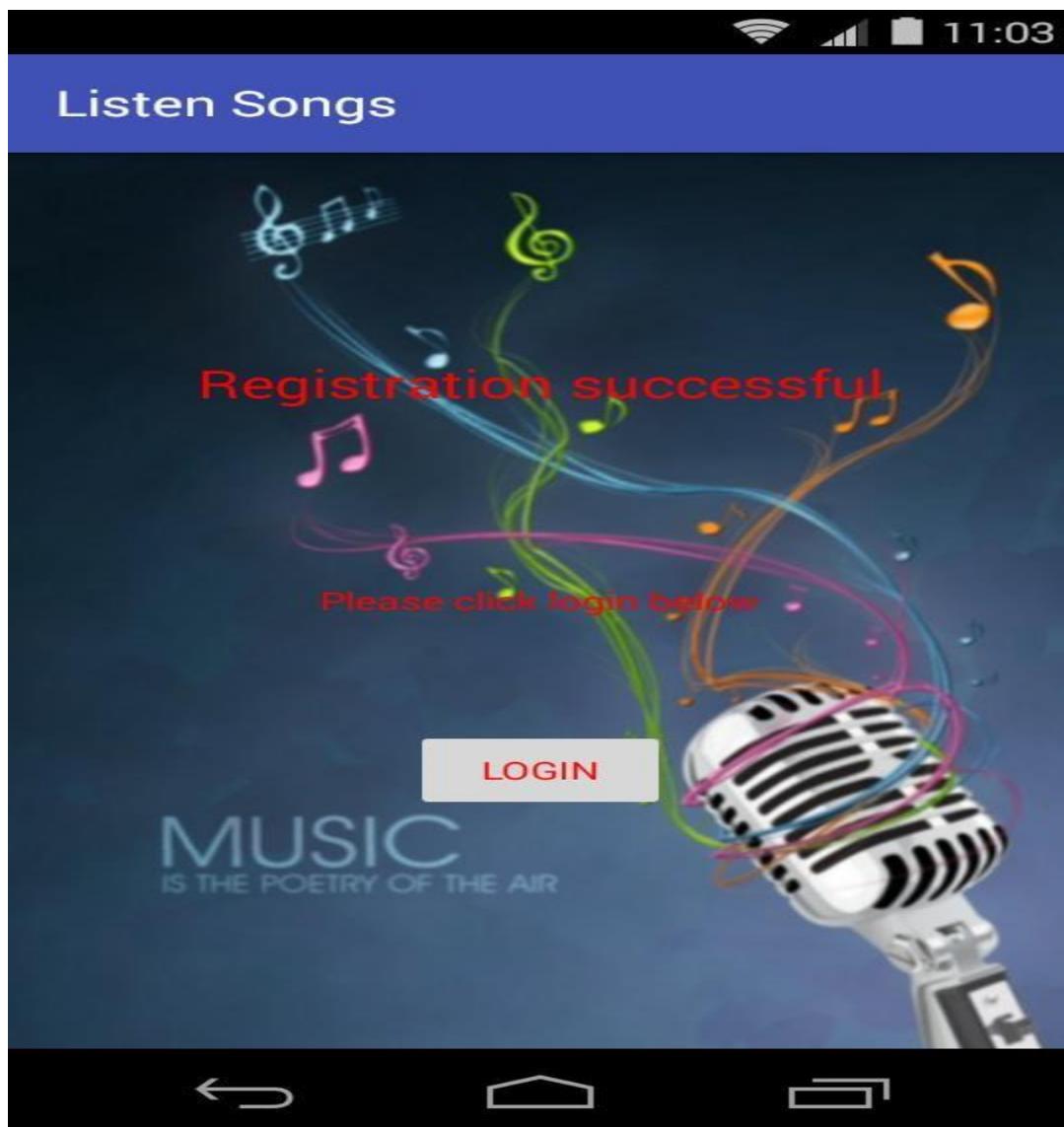
**Registration page:**



**Registration Filled Page :**

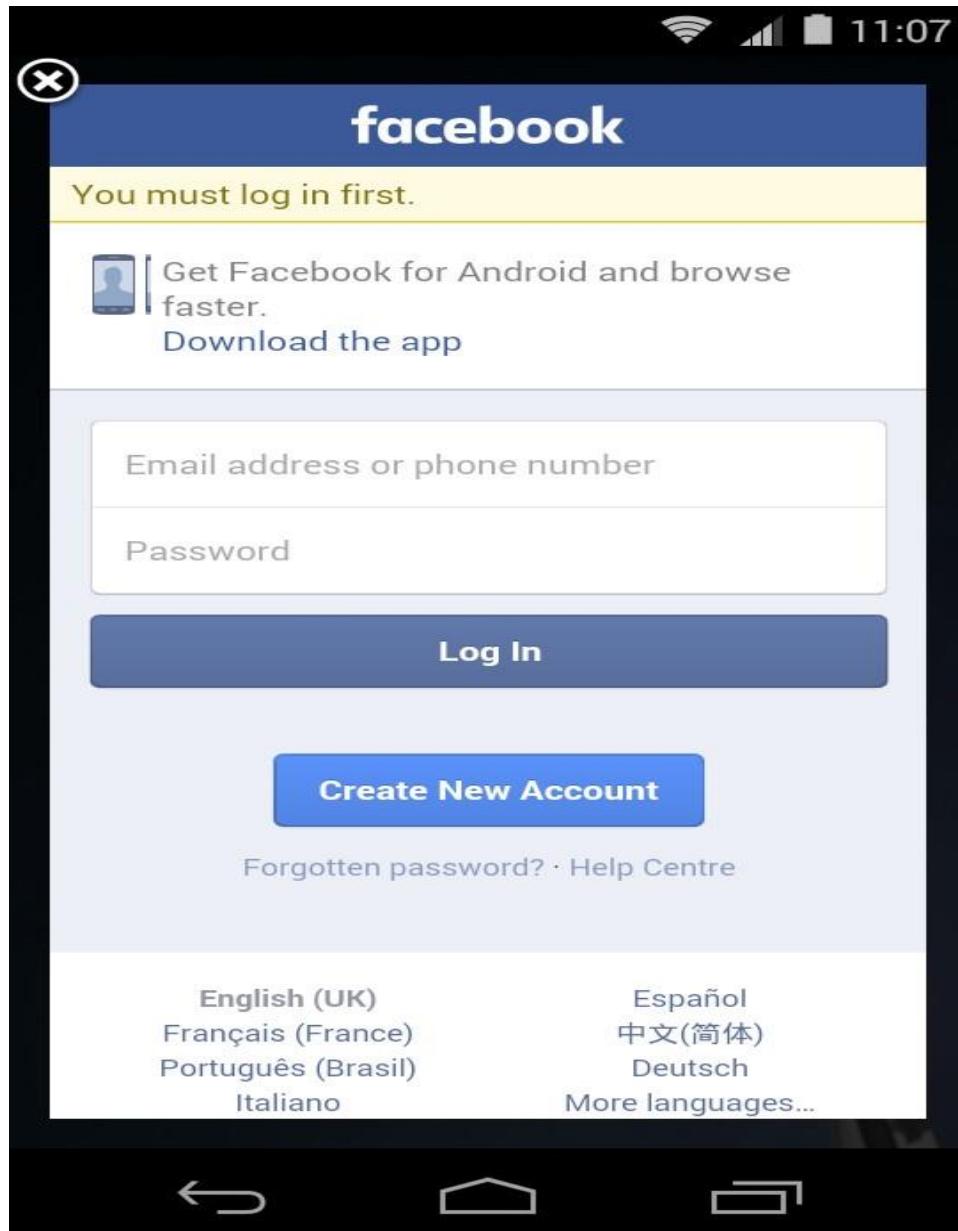


**Successful Registration Page:**

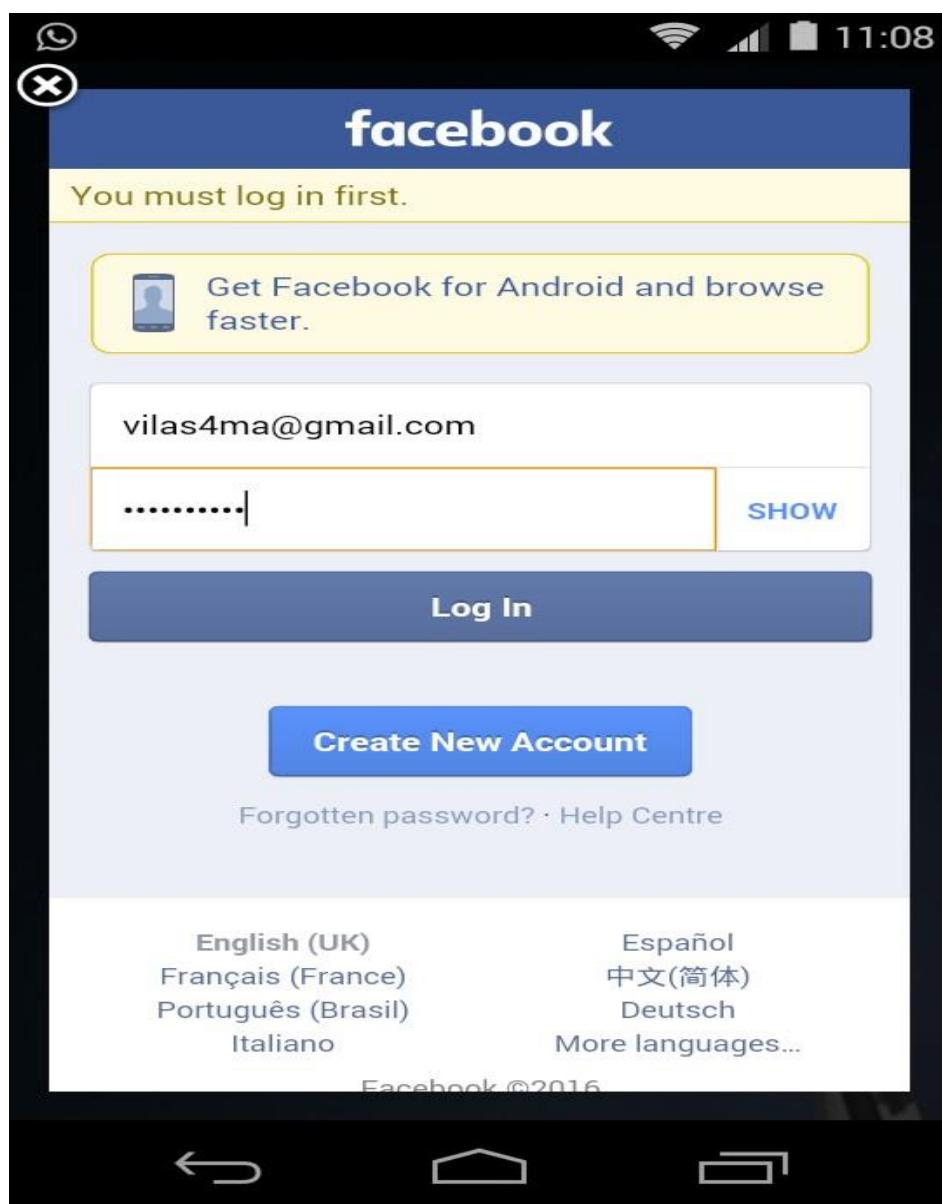


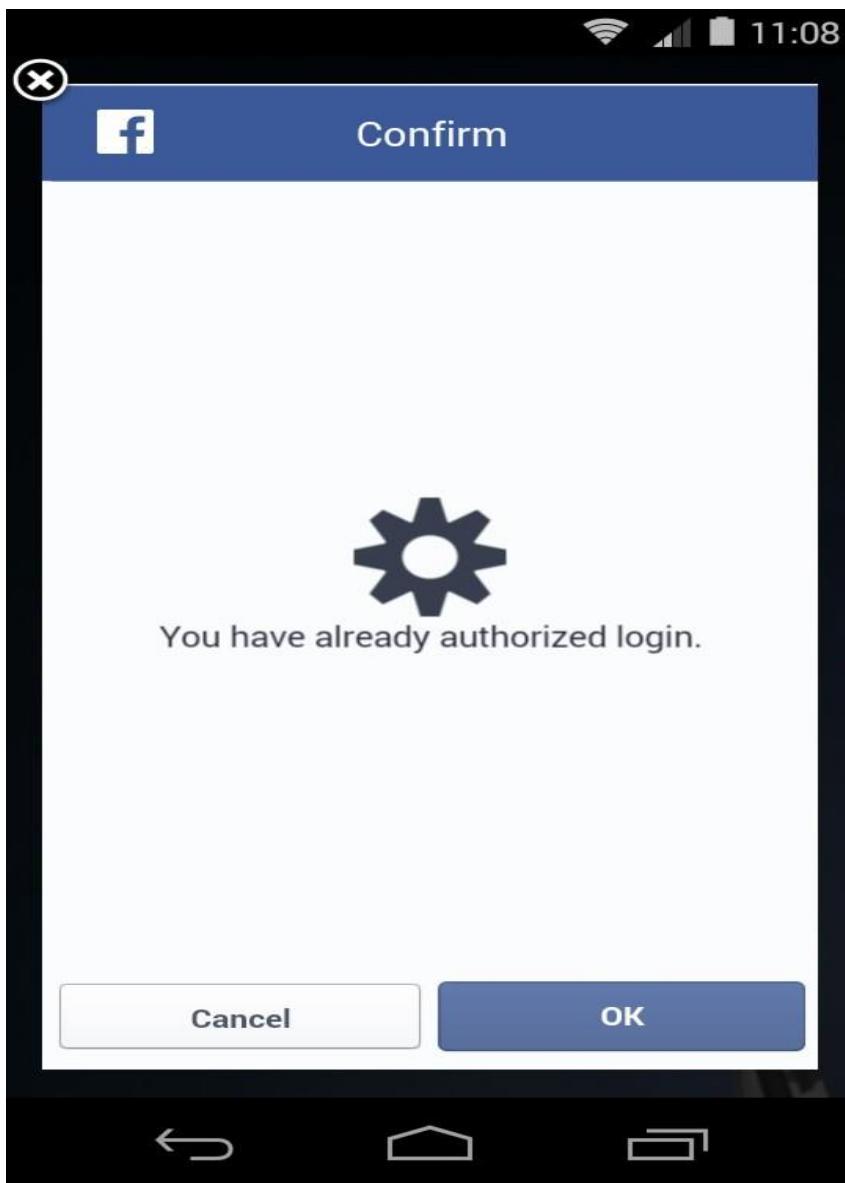
**Facebook login page:**



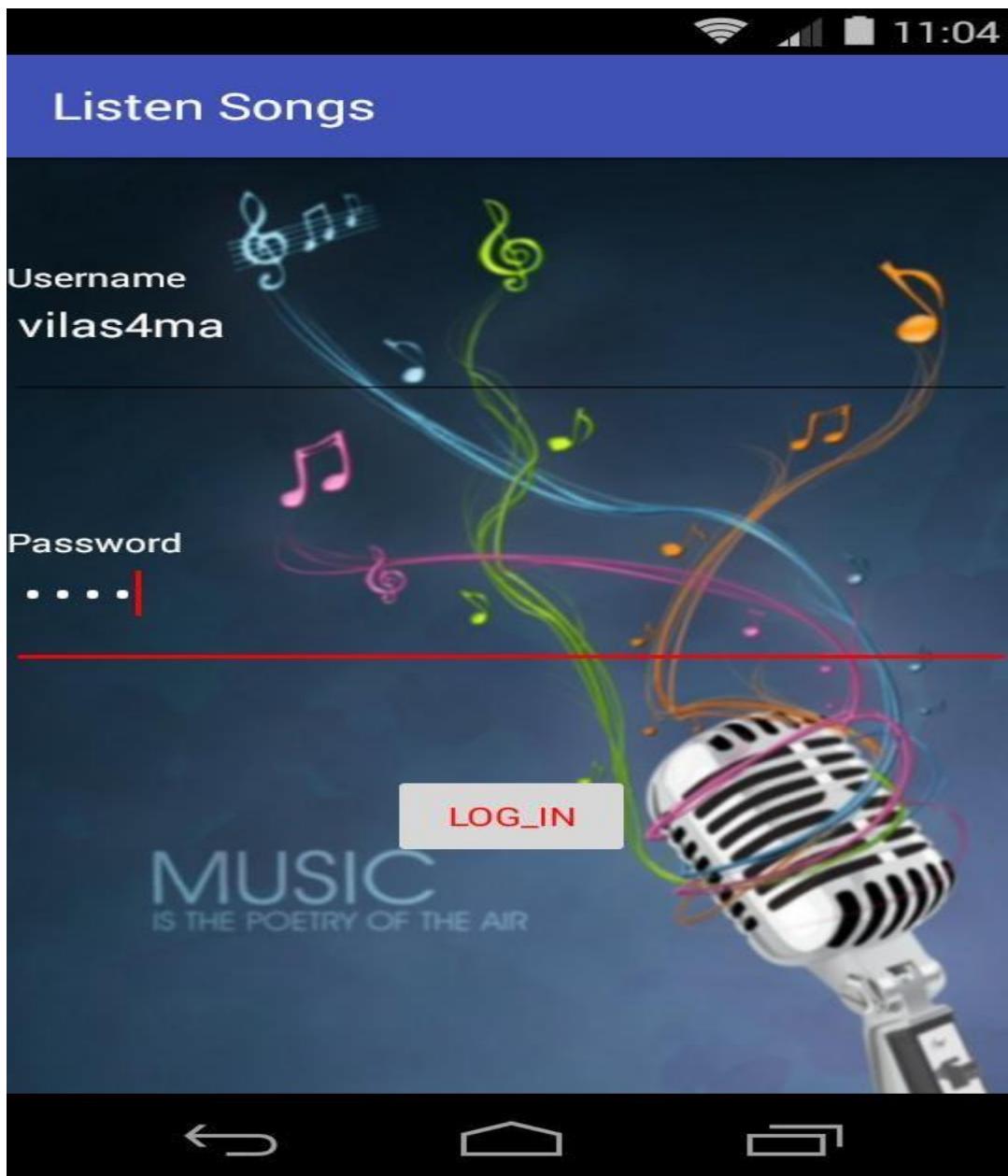


**Facebook login filled page:**





LoginPage:



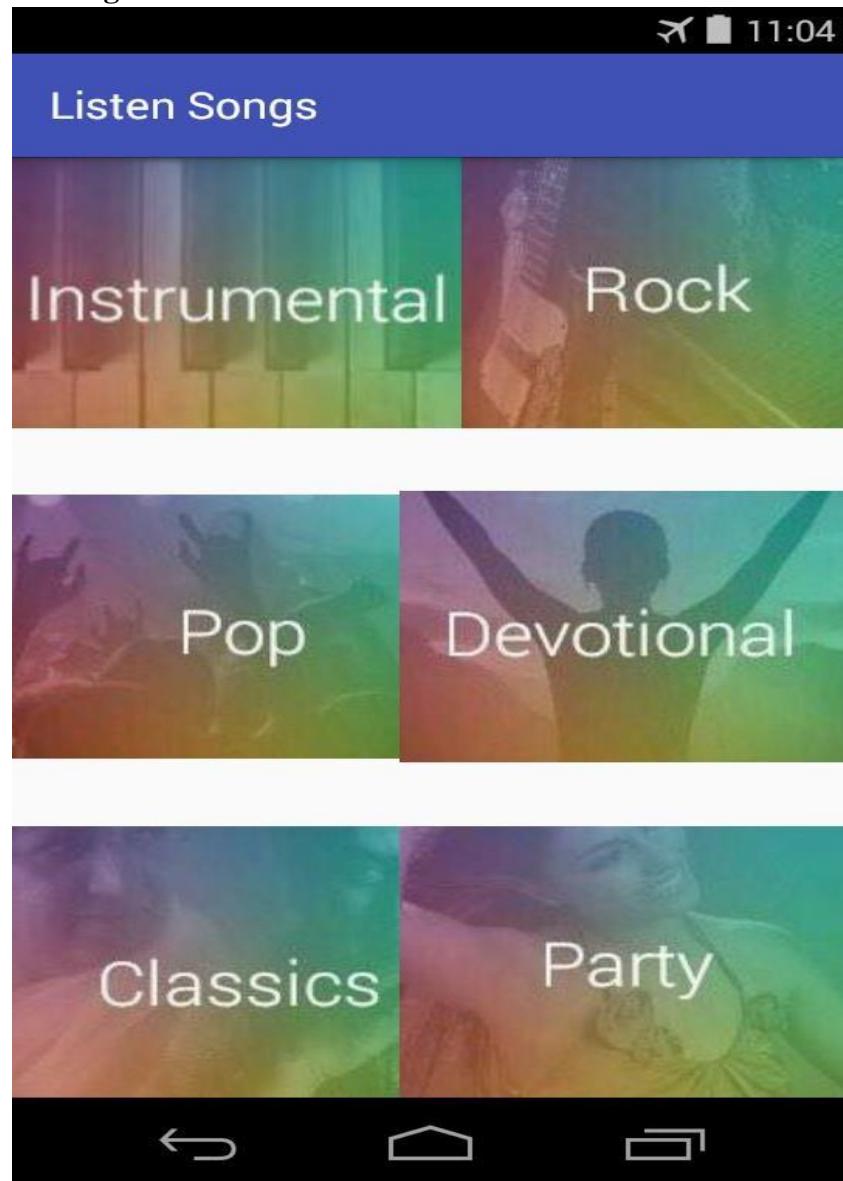
**Songs Home Page :**



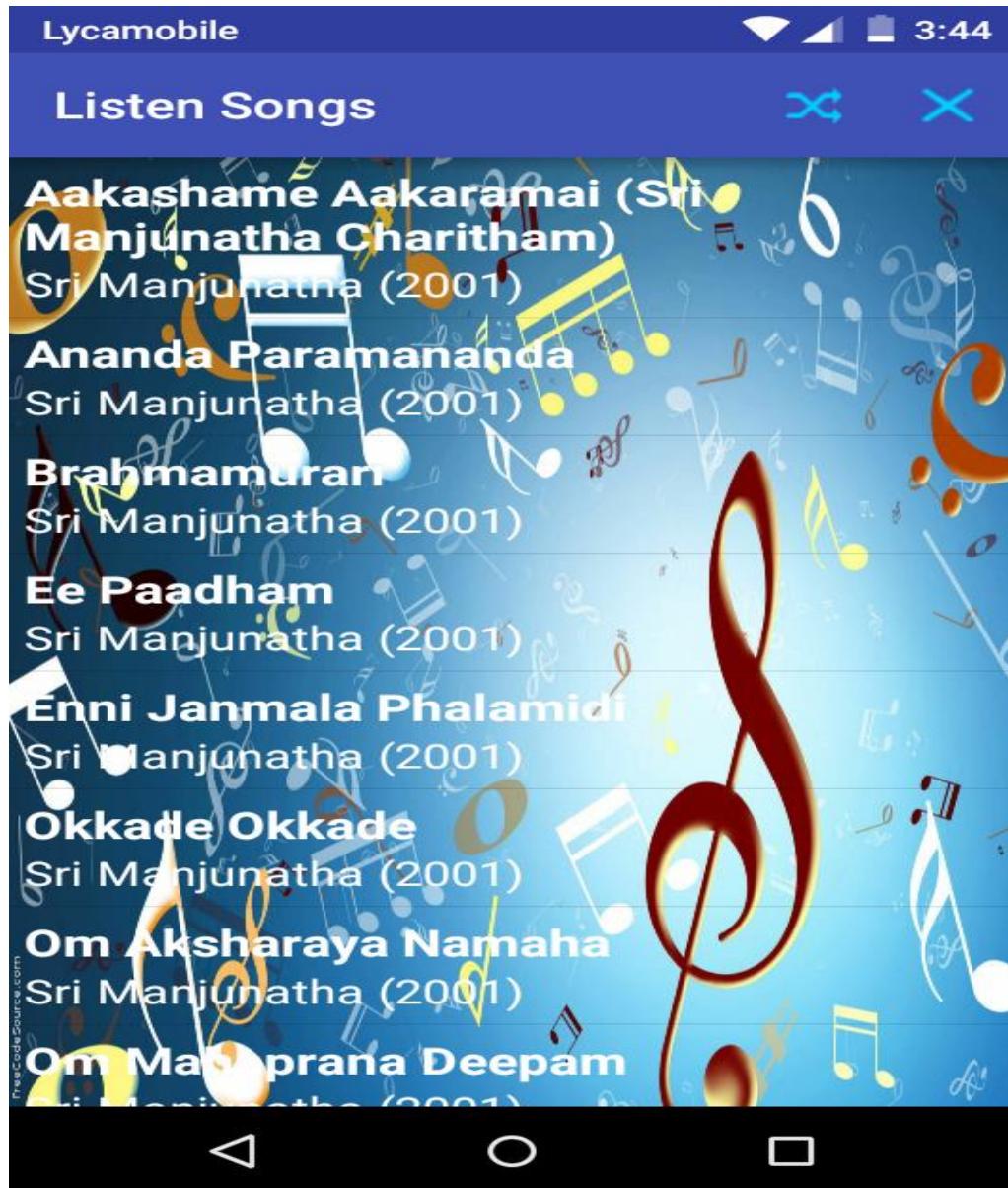
**All songs Page:**



**Genres Selection Page :**



**Devotional Genre Songs Page :**



Rock Genre Songs Page :



Instrumental Songs:



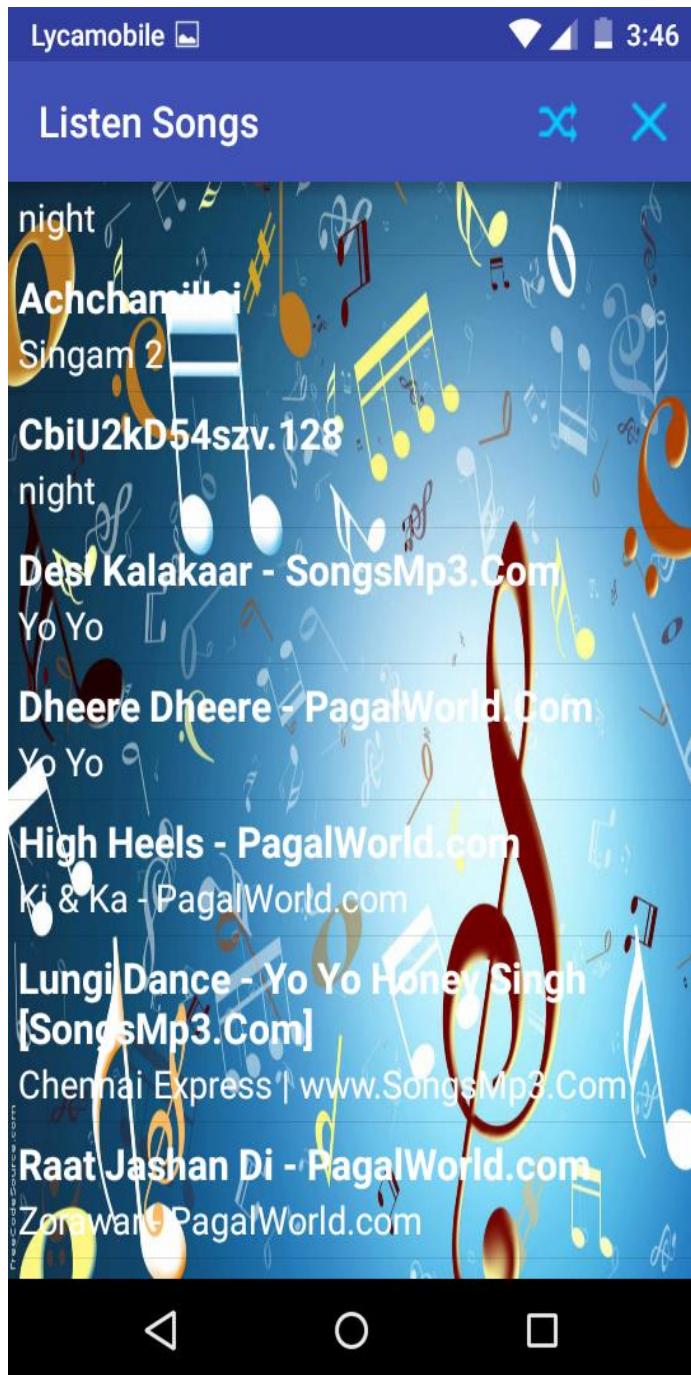
Pop songs page:



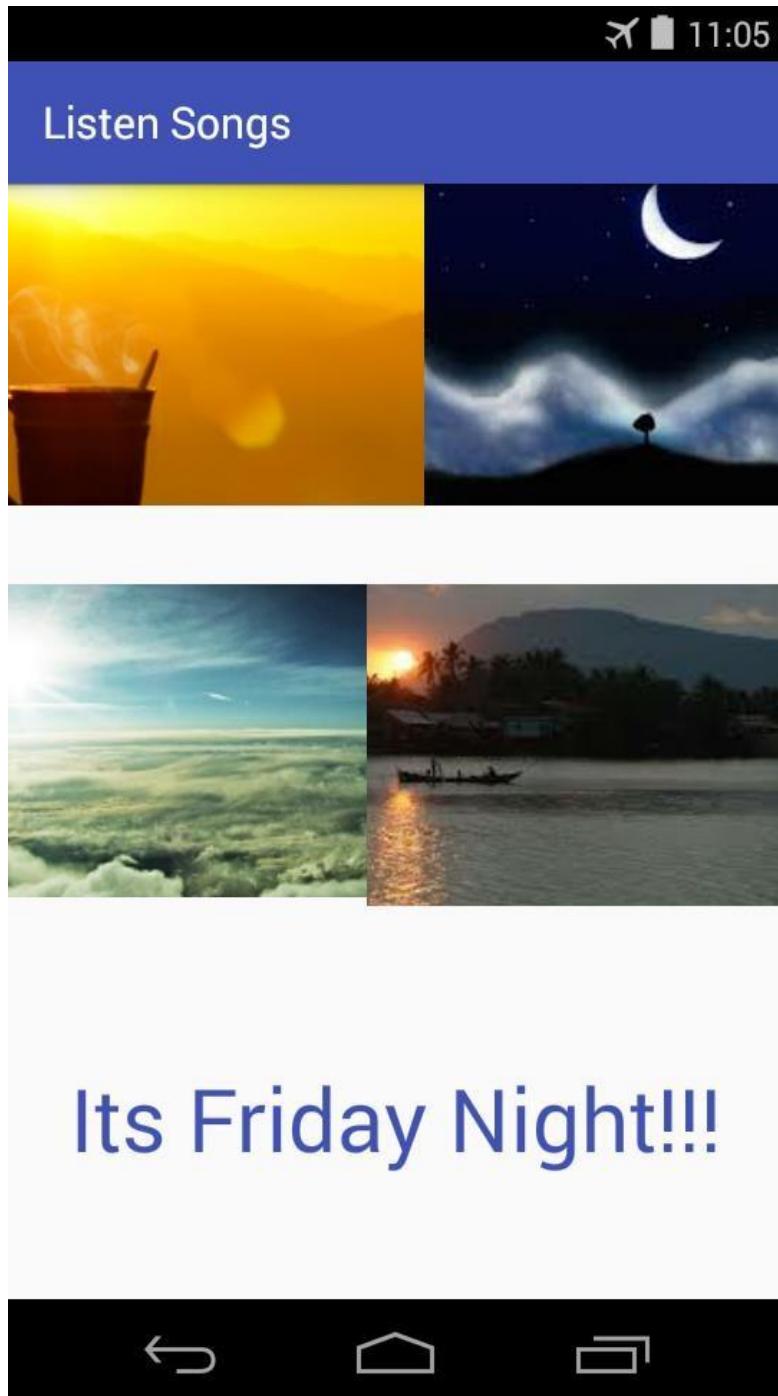
Classic page:



Party Genre Songs Page :



Time based categorization:



Morning songs:



Afternoon songs:



Evening songs:



Night Songs:



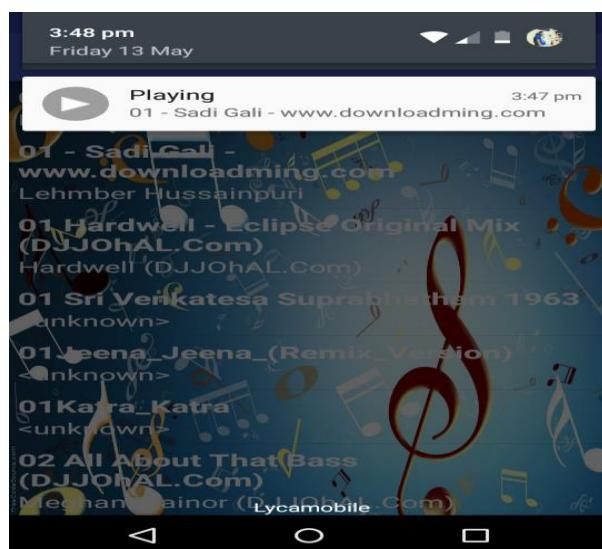
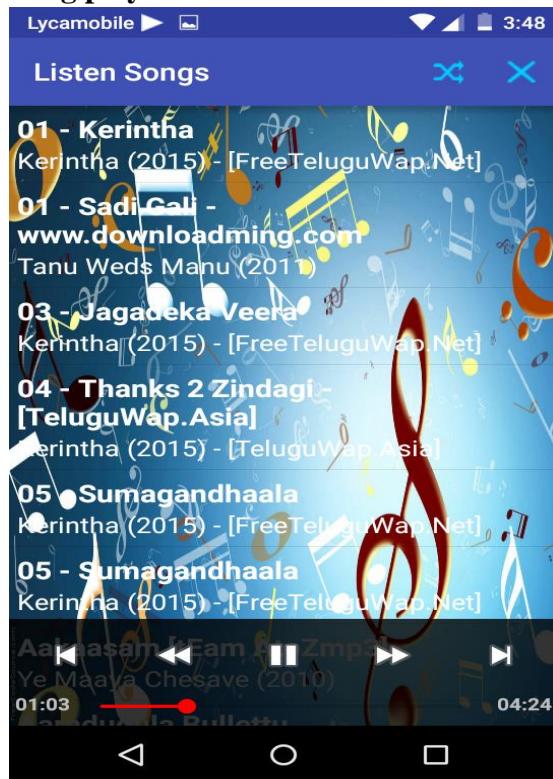
**Old Songs Page:**



New Songs Page:



**Song played:**



## 2.5. Bug:

login invalid #15

① Open surya1970 opened this issue 22 seconds ago · 0 comments

surya1970 commented 22 seconds ago

login validation failed

surya1970 added the bug label 22 seconds ago

Pipeline  
New Issues  
Labels  
bug

## 2.6. Database

We are using the SQLite database as storage and we will use other databases in future if we need other to be added.

### 3. The First Four Increments:

#### 3.1. Increment 1-- Requirement Analysis and Design the application 1)

- Introduction about Music player and collect basic information needed 2) Setup Zenhub Tool and Github for every team member.  
3) Design class diagrams.  
4) Design sequence diagrams.  
5) Design state diagrams. 6) Design WireFrames.

#### 3.2. Increment 2—Implementation/ System Testing

- 1) Implement Login/logout/Registration/ Registration validation.
- 2) Implement Music player main page.
- 3) Implement Java codes for basic functionalities for the above needs.
- 4) Test Login/logout UI/Registration/Registration validation. 5) Test Music player pages.

#### 3.3. Increment 3 – Coding/Testing

- 1) Implement Music player other features such as search activity.
- 2) Implement categorization of songs.
- 3) Implement social network sharing.
- 4) Implement playlist page
- 5) Test Music player search activity page.
- 6) Test categorization page
- 7) Test social network sharing page.

- 8) Test playlist page

### 3.4. Increment 4 – Refinement of final GUI

- 1) Refine final GUI for Login page /logout page /Registration page /Registration validation.
- 2) Refine final GUI for Music player home page.
- 3) Refine final GUI for Music player search activity.
- 4) Refine final GUI for Music player categorization of songs.
- 5) Refine final GUI for social network sharing. 6) Refine final GUI for Playlist addition.

## 4. Final Project Timelines, Team Members and their allocation for Task Responsibility

Members and their Responsibilities

<b>Project Artifacts</b>	<b>Team: Vilas, Dinesh, Ranjitha</b>
Projects Plan	ALL
UML Diagram	ALL
Handling Database	Vilas
Initial layouts design	Dinesh and Ranjitha
Project Reports	Dinesh
Implementation	Vilas
System Testing	Ranjitha
App Maintenance	Vilas

Timelines of Project for Music player:

<b>Increments</b>	<b>Tasks</b>
Increment 1	Design class and sequence diagrams needed for music player
Increment 2	Implementation of code (login user, registrations and Music player pages)
Increment 3	Final Code Implementation+ Testing (Music player songs play, Codec for Music player, playlist addition, search songs and share in social network) and use case
Increment 4	Cosmetic changes and deployment

# COMP-SCI 5551 (Spring 2016) - Advance SoftwareEngineering

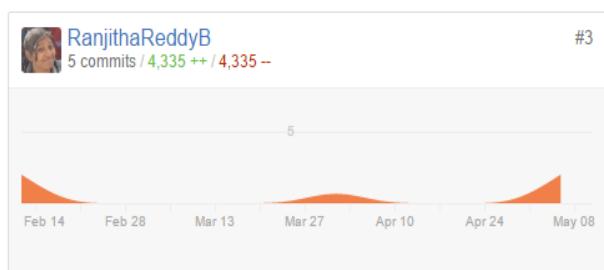
Team 5: Vilas Mamidyal (25) Dinesh Kumar Bandam(04) Ranjitha Reddy BhumiReddy(05)

## 5. Contribution:

Feb 14, 2016 – May 13, 2016

Contributions. Commits ▾

Contributions to vilasb, excluding merge commits



**6. Bibliography:**

**Presentation slides:**

[https://github.com/SCE-UMKC/ASE\\_SP16\\_MusicPlayer\\_Team5/blob/vilasb/Documentation/Music-Player.pptx](https://github.com/SCE-UMKC/ASE_SP16_MusicPlayer_Team5/blob/vilasb/Documentation/Music-Player.pptx)

**Youtube URL:**

<https://www.youtube.com/watch?v=ZFly5MCaaW8>

**Github URL:**

[https://github.com/SCE-UMKC/ASE\\_SP16\\_MusicPlayer\\_Team5](https://github.com/SCE-UMKC/ASE_SP16_MusicPlayer_Team5)

**References:**

<http://developer.android.com/index.html>

<http://stackoverflow.com/>