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

GROUP-5: Music Player

Table of contents: Page.No

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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. How the Music Player system works:

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.

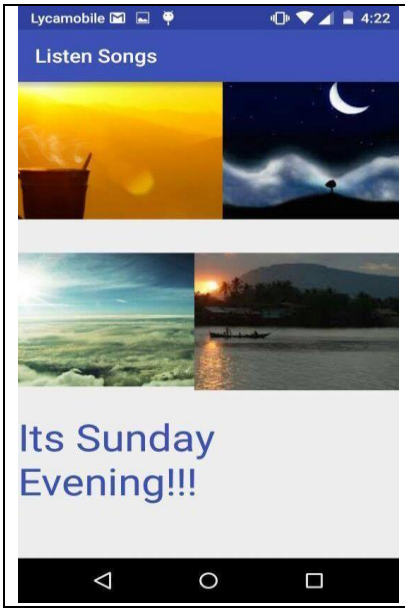
5. Listen songs page:

	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:



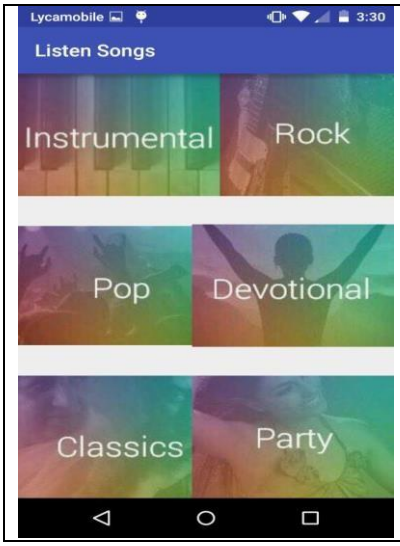
This is next page when we choose “Time Based Songs”. Here we have four choices to opt the part of the day to listen related songs. They are:

- 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

	This is a screen shot taken when a song playing from Devotional sub kind in Moods and Genres 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 4th 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 4th 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 Mamidyala (25) –40%

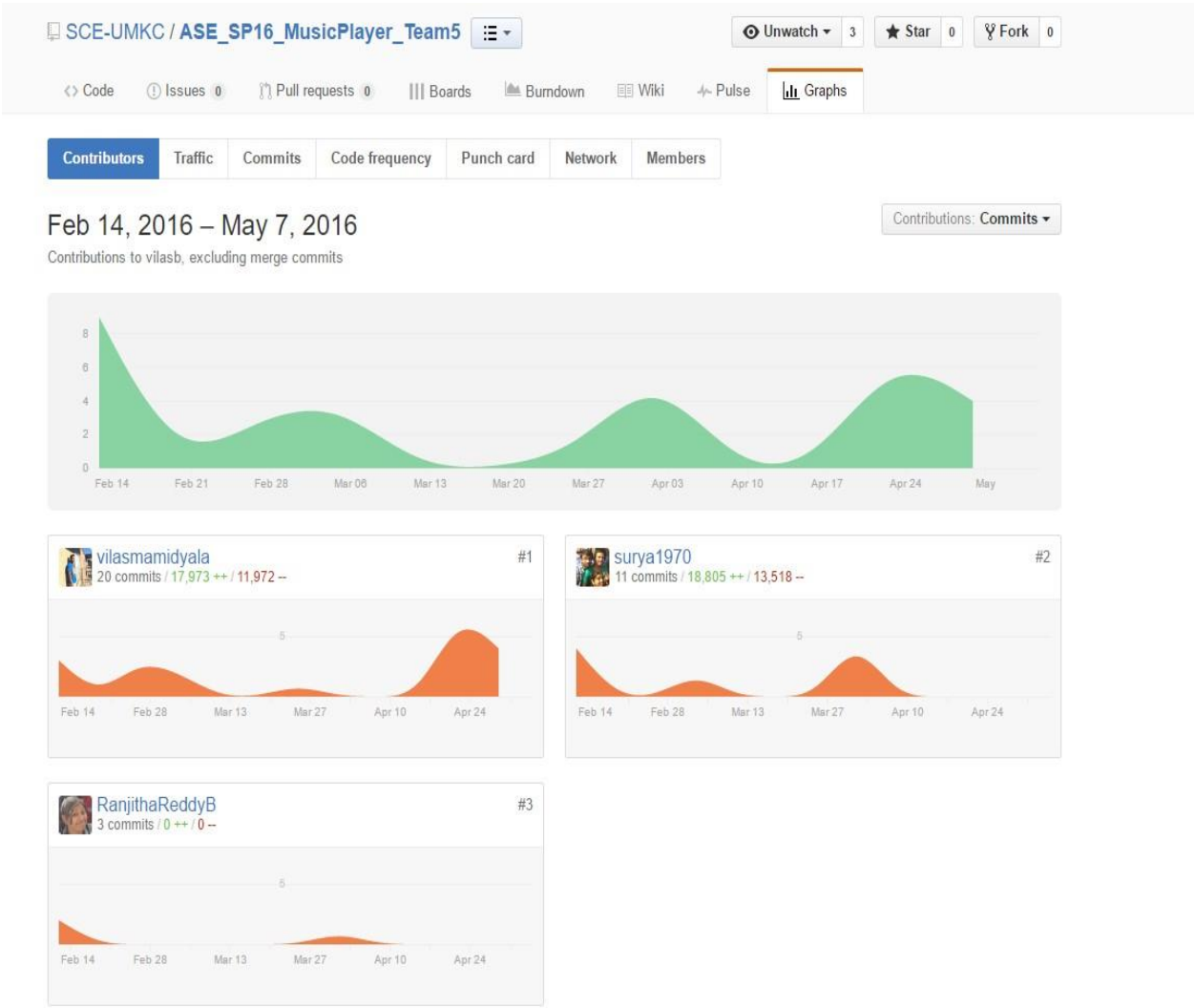
Dinesh Reddy Bandam (4) –30%

Ranjitha reddy Bhumi Reddy (5) –30%

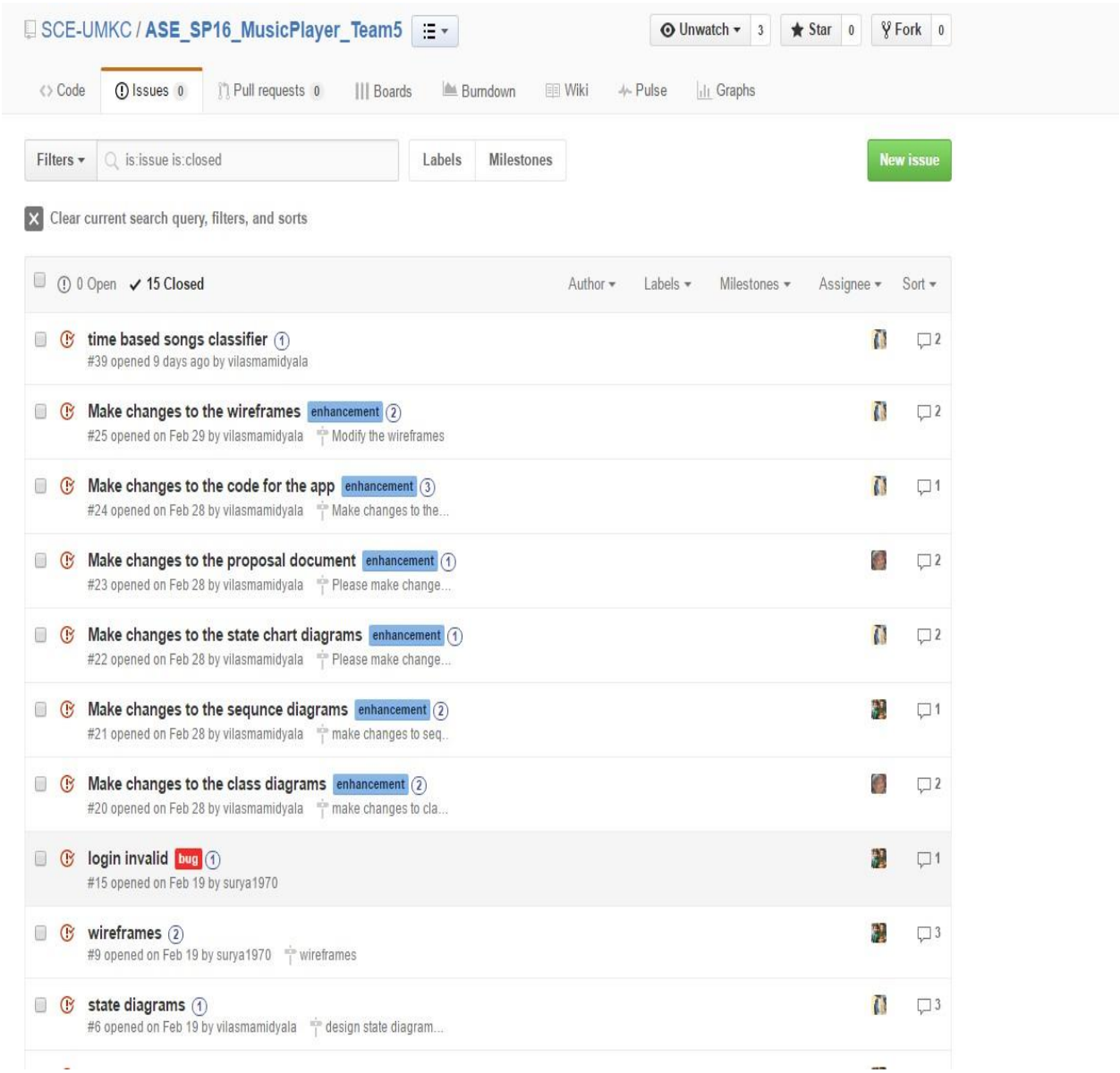
Contribution:

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

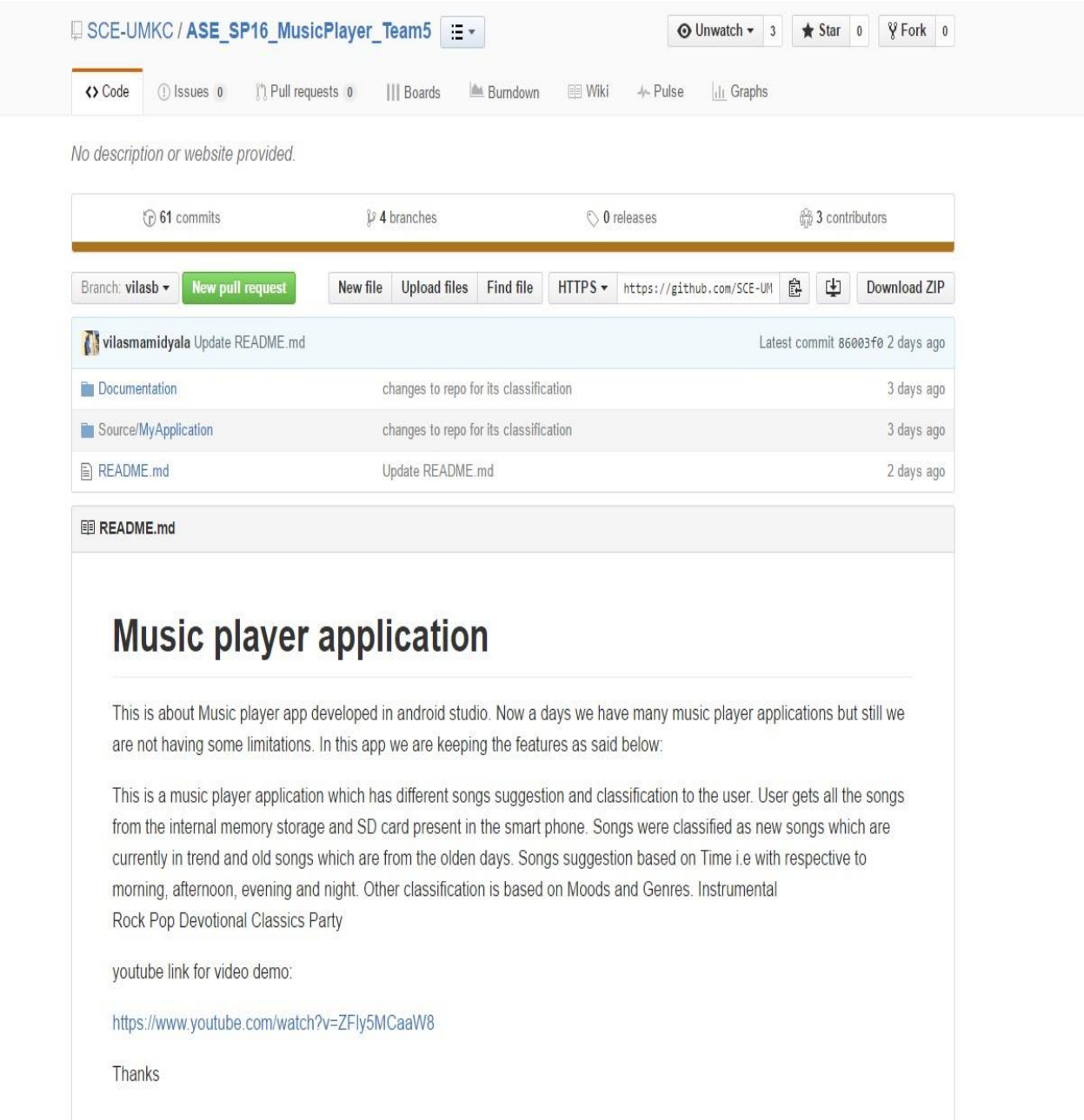
Github Images:


SCE-UMKC / ASE_SP16_MusicPlayer_Team5
Unwatch 3
Star 0
Fork 0
Code
Issues 0
Pull requests 0
Boards
Burndown
Wiki
Pulse
Graphs
Contributors
Traffic
Commits
Code frequency
Punch card
Network
Members
Feb 14, 2016 – May 7, 2016
Contributions to vilasb, excluding merge commits
Contributions: Commits
Feb 14
Feb 21
Feb 28
Mar 06
Mar 13
Mar 20
Mar 27
Apr 03
Apr 10
Apr 17
Apr 24
May
vilasmamidyala
#1
20 commits / 17,973 ++ / 11,972 --
surya1970
#2
11 commits / 18,805 ++ / 13,518 --
RanjithaReddyB
#3
3 commits / 0 ++ / 0 --

Issues:


SCE-UMKC / ASE_SP16_MusicPlayer_Team5
Unwatch 3
Star 0
Fork 0
Code
Issues 0
Pull requests 0
Boards
Burndown
Wiki
Pulse
Graphs
Filters
is:issue is:closed
Labels
Milestones
New issue
Clear current search query, filters, and sorts
0 Open
15 Closed
Author
Labels
Milestones
Assignee
Sort
time based songs classifier 1
#39 opened 9 days ago by vilasmamidyala
Make changes to the wireframes enhancement 2
#25 opened on Feb 29 by vilasmamidyala Modify the wireframes
Make changes to the code for the app enhancement 3
#24 opened on Feb 28 by vilasmamidyala Make changes to the...
Make changes to the proposal document enhancement 1
#23 opened on Feb 28 by vilasmamidyala Please make change...
Make changes to the state chart diagrams enhancement 1
#22 opened on Feb 28 by vilasmamidyala Please make change...
Make changes to the sequnce diagrams enhancement 2
#21 opened on Feb 28 by vilasmamidyala make changes to seq..
Make changes to the class diagrams enhancement 2
#20 opened on Feb 28 by vilasmamidyala make changes to cla...
login invalid bug 1
#15 opened on Feb 19 by surya1970
wireframes 2
#9 opened on Feb 19 by surya1970 wireframes
state diagrams 1
#6 opened on Feb 19 by vilasmamidyala design state diagram...

Homepage:



Github link:

https://github.com/SCE-UMKC/ASE_SP16_MusicPlayer_Team5