

## 18. Task Management App

Creating a basic Music Player using the MEAN stack (MongoDB, Express.js, Angular, Node.js) involves several components, including audio streaming and playlist management. Here's a high-level overview of how to build a simple music player, along with some code snippets to guide you:

### Project Setup and Structure

Set up a new project folder and structure for your Music Player. Install the required Node.js packages and create a basic Angular application.

#### # Create a new Angular application

```
ng new music-player-app
```

### - Backend (Node.js & Express.js)

Create the backend of your Music Player using Node.js and Express.js.

### Installation of Packages

Install the necessary packages for Express.js, Mongoose (for MongoDB), and other dependencies.

```
npm install express mongoose cors multer
```

## Setting up Express.js

Create your Express.js server, set up middleware, and handle routes.

- javascript

**// server.js**

```
const express = require('express');  
const mongoose = require('mongoose');  
const cors = require('cors');  
const multer = require('multer');
```

```
const app = express();
```

**// Middleware**

```
app.use(express.json());  
app.use(cors());
```

**// Database connection**

```
mongoose.connect('mongodb://localhost/music-player-app', {  
  useNewUrlParser: true,
```

```
useUnifiedTopology: true,  
useCreateIndex: true,  
});
```

### **// Define Mongoose models for Playlist and Track data**

```
const Playlist = mongoose.model('Playlist', {  
  name: String,  
  tracks: [{ type: mongoose.Schema.Types.ObjectId, ref: 'Track' }],  
});
```

```
const Track = mongoose.model('Track', {  
  title: String,  
  artist: String,  
  audioFile: String,  
  duration: Number,
```

### **// Add more fields as needed**

```
});
```

### **// Multer storage for uploading audio files**

```
const storage = multer.diskStorage({  
  destination: (req, file, cb) => {
```

```
    cb(null, 'uploads/');  
  },  
  filename: (req, file, cb) => {  
    cb(null, Date.now() + '-' + file.originalname);  
  },  
});
```

```
const upload = multer({ storage });
```

**// Routes for managing playlists, tracks, and audio streaming**

```
app.post('/api/playlists', async (req, res) => {
```

**// Create a new playlist**

**// Save the playlist to the database**

```
});
```

```
app.get('/api/playlists', async (req, res) => {
```

**// Retrieve a list of playlists**

```
});
```

```
app.get('/api/playlists/:id', async (req, res) => {
```

**// Retrieve a specific playlist and its tracks**

```
});
```

```
app.post('/api/tracks', upload.single('audioFile'), async (req, res) => {
```

```
  // Upload and save a new audio track to the database
```

```
});
```

```
app.get('/api/tracks/:id', (req, res) => {
```

```
  // Stream audio file to the client
```

```
  // You'll need to send audio chunks as a response
```

```
});
```

## - Frontend (Angular)

Create the frontend of your Music Player using Angular. Design the user interface for managing playlists, tracks, and audio controls.

### Design and UI

Design the user interface for your Music Player using Angular components, templates, and styles.

### Playlist Management

Create components and forms for users to create playlists, add tracks, and manage playlists.

## Audio Controls

Design components for playing audio tracks, including controls like play, pause, skip, and volume.

## Audio Streaming

Implement audio streaming from the backend to play audio tracks in the player.

- **typescript**

**// audio-player.component.ts**

```
import { Component, Input } from '@angular/core';
```

```
@Component({  
  selector: 'app-audio-player',  
  templateUrl: './audio-player.component.html',  
})
```

```
export class AudioPlayerComponent {
```

```
  @Input() audioUrl: string;
```

```
  audio: HTMLAudioElement = new Audio();
```

```
  play() {
```

```
this.audio.src = this.audioUrl;  
  
this.audio.play();  
  
}
```

```
pause() {  
  
  this.audio.pause();  
  
}
```

```
stop() {  
  
  this.audio.pause();  
  
  this.audio.currentTime = 0;  
  
}  
  
}
```

## **MongoDB**

Create a MongoDB database to store playlists and track data.

## **Audio Streaming**

To stream audio from the backend, you'll need to implement a route that sends audio chunks to the client. This will involve using the Express.js `res.write` and `res.end` methods to stream audio data.

## Putting It All Together

Integrate the frontend and backend by making API requests from Angular components to Node.js routes. Implement playlist management, track uploading, and audio streaming properly.

Building a Music Player is an exciting project, and you can expand it with additional features like user accounts, album artwork, song lyrics, and advanced audio controls for a more complete music player experience.