MINI-PROJECT

(2020-2021)

**(TeleChat APP)**

**PROJECT Synopsis**

**Department of Computer Engineering & Applications**

Institute of Engineering & Technology



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1. **INTRODUCTION -**
   1. Overview
      * All the functional/non-functional requirements, corresponding DFD’s, UML and Use Case Diagrams have been organized in this report. Along with these designs, this report also contains the essential data of this project.
      * The complete description of the application followed by the functionalities has been listed initially. Later on, the media player app has been described diagrammatically with the help of different designing tools like Data Flow Diagram, Use Case Diagram, Interaction Diagram and E-R Diagram.
   2. Motivation-

In today’s generation students are more demotivated so listen music and make heart healthy.

Research has shown that blood flows more easily more easily when music is played.

It relieves symptoms of depression.

It simulates memories.

It manages pain.

It helps to motivate for study.

* 1. Problem Statement

Build a music player with the following functionalities:

1’A Splash screen (gradient background and app logo in center)

2.A Navigation drawer with app logo section at the top along with links to ‘All Songs', 'Favorites’, ‘Settings’ and ‘About Us’.

3.An ‘All songs’ screen (where of list all the tracks fetched from offline storage are displayed and user can sort the tracks by name or recently added). This will the home screen of the app

.4. The app should be able to fetch and play .mp3 and .wav files.

5.A ‘Favorites’ screen (where list of all the favorite songs is displayed)

6.A ‘Settings’ screen (where the ‘Shake to change song’ feature can be enabled or disabled)

7.An ‘About us’ screen (where we will display information about the app developer and the app

version)

8. ‘Now playing’ screen with following features:

9.a. Track title and track artistb. Play / Pause buttoncNext buttond. Previous Buttone.Shuffle buttonf. Loop buttong. Seek barh. Mark track as favorite or unfavorite it. Third party visualizer in upper half background ‘Back to list’ button in the header which should take the user to the screen he came from (kind of like back button behavior). Shake to change song ‘Now playing’ bar at the bottom with name of the track playing and play or pause feature. This would appear if the user has moved from ‘Now playing’ screen to ‘All songs’ screen or ‘Favorites’ screen without pausing the track.10. Background play. The app will continue playing the track if the app gets closed (not killed) without the music being paused. notification saying "A track is playing in the background" only if the app gets closed (not killed) without the music being paused.

* 1. Objective

our objective of this project is to design and implement user friendly, platform independent media

Player which can play most of the audio files like. MP3,.WAV ETC ... While many media

players can play both audio and video, others focus only on one media type or the other.

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**Abstract**

The report presents the three tasks that is being in continuation which are listed below:

1. Understanding of the Problem objective & implication.
2. Understanding of the data & building of the model.
3. Evaluation of the model.

All these tasks have been completed successfully and results were according to expectations. All the tasks were need very systematic approach, starting from the collection of the data to the implementation of the solution and till evaluation of the System. The most challenging task was the domain knowledge, to understand the language. It is one of the major areas and really need very fundamental and conceptual knowledge of java and Xml.

Methodology

Our methodology is designed to help you take maximum advantage of the internet technologies. It incorporates all aspects related to our APP and allows us to ensure that the final product is of the highest standards. Below are the steps we will take to ensure that all your deliverables are completed in time, within budget also we will try to solve each and every problem efficiently.

Requirements analysis

The first step for us is to analyze your and your target market’s requirements. Who will be visiting your APP, what will be the purpose of their visit, what is the primary goal of your APP, how can your organization best cater to their needs etc.? Many such questions are analyses for the Needs Analysis stage.

If we are given access to the current APP statistics, we would also like to analyze your current page views, average user time spent on the site, top landing pages, existing search engine rankings, existing bounce rates and many such factors. We analyze your online target audience and assess your differentiation strategy to best attract and retain your online visitors.

Your APP will also undergo comprehensive search engine analysis twice during the course of the project; once during this stage and once again after the deployment (Go Live phase) of your app.

HARDWARE REQUIREMENT (MINIMUM)

* 20 GB OF HARDDISK
* Processor i3 (7th Gen)
* 1024 x 768 Display
* Internet
* Minimum Marshmallow version 7.0 ( for android)
* Pentium IV or higher, (PIV-300GHz recommended)
* Hard-Disk 250GB or more
* RAM 4GB or more
* Processor i3 (7th Gen)

SOFTWARE REQUIREMENT-

* SYSTEM SOFTWARE
  + Operating System (Windows 7, Linux)
* APPLICATION SOFTWARE
  + - JavaScript (back-end)
    - Xml
    - GitHub
* Web Browser:-

**REFERENCE**

* [www.wikipedia.org/](http://www.wikipedia.org/)
* [www.udemy.com/](http://www.udemy.com/)
* [www.google.com/](http://www.google.com/)