

Music Player

**PRESENTED BY :-
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INTRODUCTION

MUS-hit Music Player

MUS-hit is a simple music player built using HTML, CSS, and JavaScript. It allows users to play, pause, and skip songs, as well as adjust the volume and progress bar.



PURPOSE

Playback: Music players allow users to listen to their music collection in a variety of formats including MP3, FLAC, and WAV.

Organization: Music players enable users to organize their music collection by album, artist, genre, and other criteria, making it easier to find and play specific songs.

Portability: Music players come in different shapes and sizes, including handheld devices, smartphones, and desktop software, making it possible to listen to music on the go.

Streaming: Some music players also offer streaming services, allowing users to access millions of songs from different artists and genres

WORKING

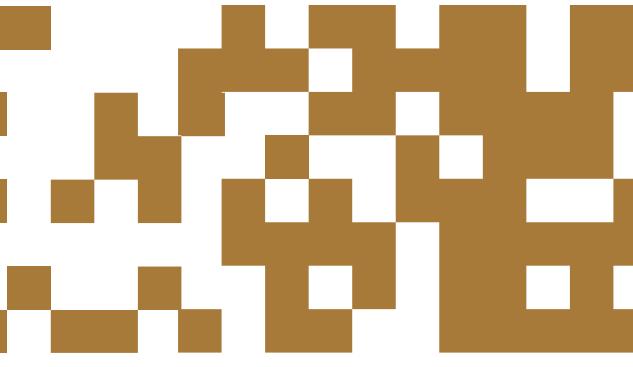
- HTML
- CSS
- JAVASCRIPT

HTML

- The HTML code creates a **div** container with the ID **music-player**.
- Inside the container, an **audio** element with the ID **audio** is created, with the source of the audio file specified.
- Two **div** elements are created: one with the ID **play-pause-button**, which will be used to play/pause the audio, and the other with the ID **progress-bar**, which will show the progress of the audio playback.
- Two more **div** elements are created to display the current time and total duration of the audio.

CSS

- THE CSS CODE SETS THE STYLES FOR THE MUSIC-PLAYER CONTAINER AND ITS CHILD ELEMENTS.
- THE PLAY/PAUSE BUTTON IS STYLED WITH A BLUE BACKGROUND AND WHITE FONT.
- THE PLAY/PAUSE ICONS ARE HIDDEN BY DEFAULT AND WILL BE DISPLAYED DEPENDING ON THE CURRENT STATE OF THE AUDIO PLAYBACK.
- THE PROGRESS BAR IS STYLED WITH A GRAY BACKGROUND, AND ITS FILLED PORTION WILL BE STYLED WITH A BLUE COLOR.
- THE CURRENT TIME AND TOTAL DURATION ARE STYLED WITH SMALL FONT SIZES.



JAVASCRIPT

- The JavaScript code initializes variables to reference the elements created in the HTML code.
- The **togglePlayPause()** function is defined to play or pause the audio when the play/pause button is clicked. This function also toggles the display of the play and pause icons.
- The **updateProgress()** function is defined to update the progress bar and display the current time and total duration of the audio.
- The **changeCurrentTime()** function is defined to change the current time of the audio when the user clicks on the progress bar.
- The **formatTime()** function is defined to format the time in minutes and seconds.
- An event listener is added to the audio element to call the **updateProgress()** function whenever the audio playback time is updated.

ADVANTAGES

1. **Cross-platform compatibility:** HTML, CSS, and JavaScript are supported by all major web browsers and operating systems, making music players built with these technologies accessible to a wide range of users.
2. **Customization:** With HTML, CSS, and JavaScript, developers can create highly customizable music players that can be easily styled and adapted to suit different designs and requirements.
3. **Interactivity:** JavaScript allows for the creation of interactive elements within the music player, such as playlist controls, volume sliders, and other features that enhance the user experience.
4. **Lightweight:** HTML, CSS, and JavaScript are relatively lightweight compared to other technologies, resulting in faster load times and improved performance.
5. **Ease of maintenance:** Because HTML, CSS, and JavaScript are widely used and well-documented, it's easy to find resources and support for troubleshooting and maintaining music players built with these technologies.

**THANK YOU
FOR WATCHING**