



asm1 Managing a successful project

Project Management

FPT University

36 pag.

ASSIGNMENT 1 FRONT SHEET

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Student declaration I certify that the assignment submission is entirely my own work and I fully understand the consequences of plagiarism. I understand that making a false declaration is a form of malpractice.			
		Student's signature	Anh

Grading grid

P1	P2	P3	P4	M1	M2	D1

<input type="checkbox"/> Summative Feedback:			<input type="checkbox"/> Resubmission Feedback:		
Grade:		Assessor Signature:		Date:	
IV Signature:					

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Part 1: Project Management

Introduction (about the chosen scenario)

In the era of economic development, people's need for mental health care is also increasing. Following this trend, we have switched from using music files as an alternative to methods of storing music on CDs... Building safe, efficient, and integrated technology capabilities to Keeping the company afloat has become a priority. As a member of the research and development department, I was assigned a small project to explore the impact of digital terminals and how to reduce their impact on the environment, or their potential function. refurbish, repair, and reuse digital devices instead of replacing them. And the main topic that I will talk about in this report is “Understanding the impact of e-commerce websites”. This mission is a research report on the impact of digital terminals on the environment, while providing flexibility and safety for users. This project is expected to be an integrated company information management system consisting of many modules operating throughout, continuously, and in sync with the product management process, product search and purchase. The software is scalable and upgradeable, can integrate many different services, operate independently, in accordance with the needs of company and customers.

I Project initialization (P1)

1. Main aim of the project

- Comprehensive product management capabilities
- Shorten data entry time, reduce waiting time for customers but still ensure full product information.
- Create trust and satisfaction for customers when information is transparent, service environment civilized and modern.
- Help management control information, product quality as well as sales. The product purchase costs are also displayed on the machine for your control.
- The best response to the requirements is to save time and money.

It can be seen that in the digital transformation, the use of digital to replace CDs has made a great contribution to environmental protection. Environmentally friendly CDs have polluted the environment, and with technological change, we don't need to use hardware to listen to music. Instead, the software parts are both convenient and do not pollute the environment. Besides, it can be seen that the storage space as well as the quality of the sound are significantly improved.

2. List of Objectives to achieve the aim (Note Objective should be SMART)

Investigate whether digital technologies have made our lives better or more distracting to identify any faults in the system and provide solutions.

- Users' time and money will be saved through digital welfare.
- Discover the best features for user support.
- E-commerce system development with friendly UI/UX
- Develop a well-functioning e-commerce system
- Provide more functionality to the system so that customers feel easier to work with the application
- Offer solutions to solve some problems around bad or bad working environment

III Project Management Plan: (P2)

1 Scope: What does the project do and don't do

The project will be conducted within 3 months from the start. During the first two weeks, it will be time to create a project and plan a project and learn about the theory related to digital wellbeing. Over the next two weeks, it will be time to conduct key studies related to current users' habits and desires to guide project development. During the fifth week, we will collect the data of the second week of earnings from which to analyze the data for evaluation. The rest of the time, we'll spend time on presentation and reflection.

The results of the report for the digital conversion of CDs and cassettes to audio storage via music files, it will also include benefits, limitations, challenges, and future potential. The application will be published and used by those who need to use the music at the store. Moreover, the website can serve many customers who will use the service through an Internet connection by logging into the system.

This project was born with the purpose of helping customers who need to use music but are having difficulty and cannot buy products. This project will be an e-commerce website where customers can order their favorite music products online right at their home without being physically present. The product will be music files instead of CDs. This website will categorize each product category so that people can easily and conveniently in the purchasing process. Besides, the store management also becomes faster and more convenient.

- A system can alert individuals to things that are on sale.
- Rating system to display the most popular music products.
- The system delivers accurate, comfortable music quality to the customer.

2 Time: state how many months/weeks/years

Phase	Description	Estimated duration	Status
Initiation	<ul style="list-style-type: none"> • Market demand analysis: people's need to use music • Learn the benefits and limitations of converting from using music files to replace traditional products • Analyze and discuss the improvement of the project's good and bad performance in environmental protection. • Collect data and information from business, consumer analysts and give an idea of what we get • Developers in Software Development Company ACB meets to discuss about the project with • Project team of LifeMusic company meet to discuss about the project • Board of Director of Company meet to discuss about the project 	<p>3st October 2022 - 10th October 2022</p>	Processing

Planning	<ul style="list-style-type: none"> • Concept drawings for the website's design • Create a website prototype and wireframes. • In case studies, risks and challenges could arise when designing applications. 	11 th October 2022 – 20 th October 2022	Awaiting
Execution	<ul style="list-style-type: none"> • Use project management tools to work remotely like Slack to control human resources during project time • Complete Front-end, Back-end code and Database for Deployment • LifeMusic takes the build and gives the user to test use the product • Testing and ready to ship 	21 st October 2022 – 14 th November 2022	Awaiting
Closing	<ul style="list-style-type: none"> • Deliver products to customers (LifeMusic Company) • LifeMusic pays ACB company • Maintain the quality of the product system 	15 th November 2022 – 23 rd November 2022	Awaiting

Table 1: Timetable

3 Communication: Type/Frequent Use

During the implementation of the project, our team sat together to discuss and brainstorm ideas about the project. Also use "Gmail" to exchange documents as needed.

Communication	Purpose	Frequency	Responsible Team Member	Method
Opening Meeting	Introduce about the project and initialize project charter	Weekly	Manager	Offline
Research Team Meeting	Assemble and evaluate the market, Research the issues thoroughly, including the advantages, disadvantages, and potential solutions. Make a question for a survey.	Weekly	Manager	Offline
Development Team Meeting	Make inquiries regarding enhancing the standard of workplaces. analyze research data. Please report	Weekly	Manager	Offline
Progress Meeting	Research data summary. To demonstrate how each team member is developing, display each person's work at the end of each month.	Monthly	Manager	Offline
Project Status Report	Members of the team will update everyone on the report's status and the status of the project. analysis of the data, second report submission	Monthly	Manager	Offline

Table 2: Communication

4 Risks: Name of risk, Priority, Suggestions / Actions

Risks are possible results that could occur when creating a project. When they do, they'll wreak havoc and ruin your goals for the future. If any risks have an impact on the budget, timing, resources, personnel, quality, and technology, the project could fail.

Name of risk	Description	Priority	Suggestions
Financial risk	This risk arises when the project manager has spent all of the funding allocated for the project or when additional expenses are generated during project completion. As a result, there are not enough money left over to finish the project.	High	Prepare thoroughly, analyze arising problems that may arise during project implementation, and develop a treatment plan to reduce costs for unnecessary side activities so that you can focus on the project. Create a contingency plan to allow for cost rotation of capital.
Human risk	One or more steps in the project implementation process are running late, causing the project to be delayed.	Medium	To avoid this risk, the manager must develop a detailed schedule for the project's work. In the event of an incident, managers will require more human resources in order to accelerate the completion of tasks for other jobs and ensure project progress. When the schedule falls behind, the manager must notify the investor in order to work out a solution.
Database risk	Data can be lost or stolen for security reasons	Medium	Strict data security is required to ensure that a thief cannot destroy the firewall. Can install some security software
Quality risk	problems with login, account payment ...	Low	Thoroughly check the quality of the system before putting it into use, survey users, record customer feedback, thereby improving the system more and more.

Table 3: Risk table

5 Resources: *Tools (hardware, software) and human*

In this project, I have used Slack Management Software. Slack has been compared to the Discord server for organizations and businesses, but it is more professional and easier to use than other organizational management applications. Besides,

- Google form
- Excel
- Word

To call audio or video, to will go to Browse and Apps and add Zoom extension to the channel. Slack supports a ton of amazing tools and application for us to connect and keep up with the work.

Hardware and Software Management: the stake is at \$3000 US and below is everything we need to pay for directly and indirectly

Hardware: Equipment, working environment, office space, raw materials and so on

Software: Application license, software, consultant fees and so on

Code Sharing and Managing system: GitHub, Microsoft Azure

We use GitHub as a code sharing and management system. GitHub is easily the most popular tool for sharing, developing, and reviewing code for a specific project.

In this project, I will be the one performing under the supervision of the supervisor

6 Cost estimation: identify how many man-month + cost for tools

No.	Type of cost	Detail	Budget
1	Cost for salary	1 manager (\$5000/month), 1 developer (\$3000/month) (3 developers), tester (\$1500/month), 1 employee (\$1000) (3 employee) time is 1 month 20 days.	\$29 834
2	Cost for risk	The cost to deal with the risks if they arise, it is about 10% of the total cost	\$5,000
3	Upgrading system hardware	Upgrade the system	\$2500
4	Cost for tools	Equipment, systems in the system development process	\$3000
5	Hire an expert	Hire technology consultants, market development orientation	\$ 1200
6	Marketing campaign	Campaign to bring the product to market, so that customers know about the product as quickly as possible	\$700

7	Total		\$ 42 234
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Table 4: Cost table

III. Planning (P3)

1 WBS

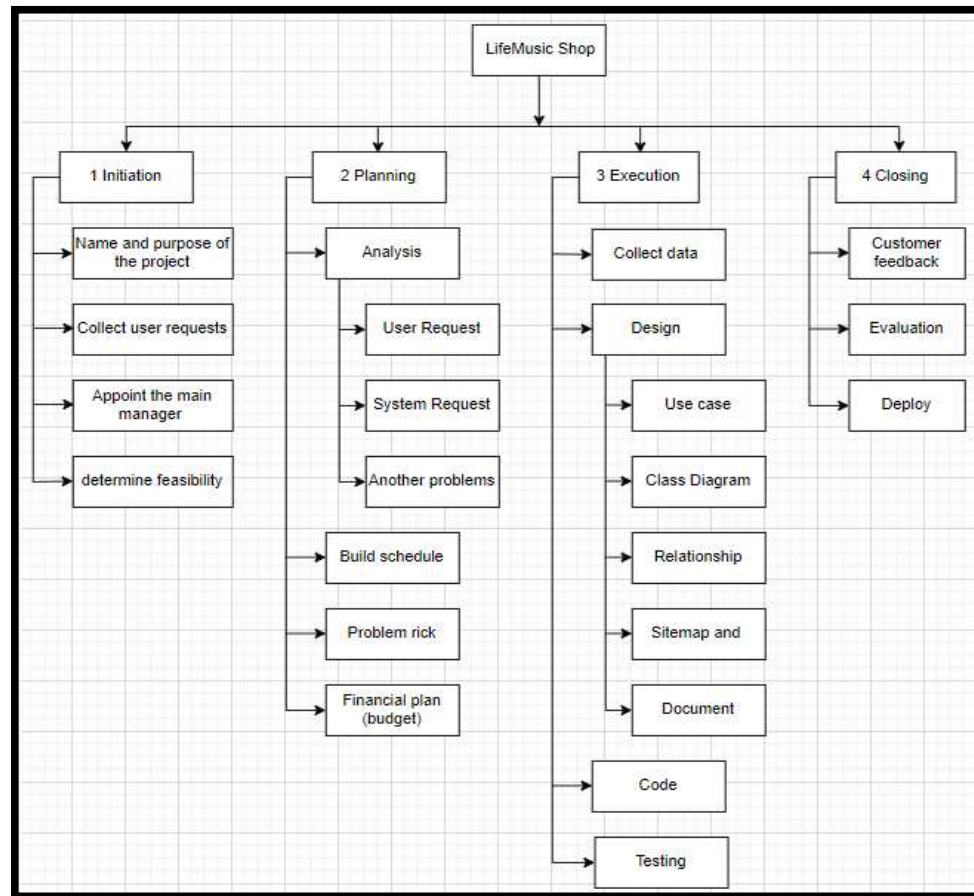


Figure 1: Work breakdown structure

To make this technical report, it can be seen that 4 phases will be carried out for research analysis on the impact of e-commerce website. Currently, converting CDs into music files makes data management and product delivery easier and more convenient. In addition, there is a problem of protecting a field when using software instead of hardware. The first stage is Initiation. In this phase, sub-tasks such as research problem, purpose and objectives, and research scope are being analyzed, research team established, and project feasibility determined. In the literature review, the study's definition of the impact of an e-commerce website, its use in everyday interactions, will be evaluated. The methodological approach of data collection is defined in the methodology chapter. The second phase of the project: Planning will include 4 steps. The first step is analysis. The researchers will provide analysis based on different literature and articles. Summary and smart recommendations in the use of the project are also analyzed from user needs, system requirements and a number of other issues related to the construction process. Next is to make a specific plan for the schedule. Predict the risks that may occur during implementation and the costs to be paid to complete the project. This is a very important step that cannot be skipped to be able to successfully complete a project. After planning a specific, accurate will enter the project implementation phase. Staff will collect music data, build a system design including use case, class diagram, relationship, sitemap and document. Next is to send this design to the coder for them to carry out the plan. After the website is completed, the tester will conduct tests to check the quality as well as find errors of the system before it is put on the market to avoid possible unfortunate mistakes. The final phase of this project is closing. Its main task is to collect user reviews about product quality, thereby adjusting the system to suit customer needs. Then there's the evaluation. Reflections of the performance of this technical report will be cited at the end of this technical report.

2 Gantt Chart

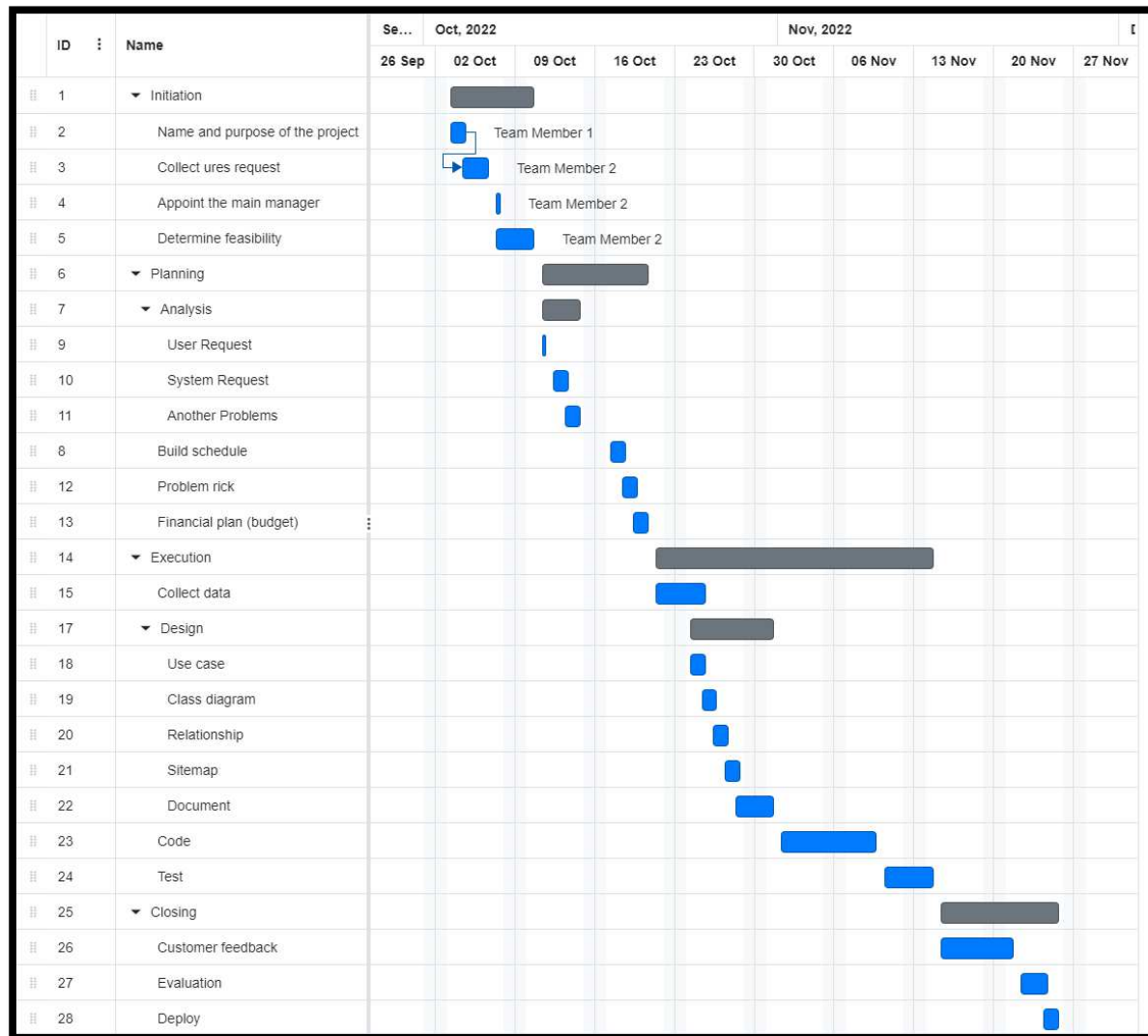


Figure 1: Gantt chart

A timeline is essential to completing any project within time and on budget. The first phase is Initiation which requires about 6 days including general planning work, finding the project purpose, forming the team and estimating the feasibility of the project. Next is the planning phase which will be implemented within 8 days. including analysis, scheduling, risk prediction and budgeting. The third stage is execution. This phase will take place within 17 days. The task of the team needs to complete the system design, code execution and testing. Wedding is the closing stage with a time of 7 days to complete the project before launching to the market. Thus our project will be completed in 1 month and 20 days.

Part 2: Research (P4)

I Primary Research:

In this part, I will explain the project and how the project process works in the real world as a manager. This section will primarily discuss an overview of the participants who are involved in the project and contribute to its success. This overview will show who is and who is not interested in the remote project. A questionnaire will be used to analyze the results. The outcome will be judged using both qualitative and quantitative methods.

Overview about Interview/Survey (Who, What, why, When, Where)

1. List of interview questions (include opened and closed questions)

I created an interview to identify user needs and find out the feasibility and quality of the product we built. To ensure that the creation of a quality, e-commerce music web site is safe for users.

2. What is your name? (Include opened)

- My name is Phuong Anh

3. Who are you? (Include opened)

- I'm a student

4. How old are you? (Include opened)

- I'm 20 years old.

5. Do you like listening to music? (Closed questions)

- Yes, I very like to listen to music

6. When do you usually listen to music? (Include opened)

- I usually listen to music when I have free time or stress

6. How much time do you spend listening to music every day? (Include opened)

- I usually spend 2 hours a day listening to music

7. What platforms do you usually listen to music on? (Include opened)

- I mainly listen to music on YouTube, Spotify besides there are apps like ZingMP3 or NhacCuaTui

8. Do you prefer listening to traditional music or listening to software. Why? (Closed questions)

- Software, because it's convenient

9. How much can you afford to listen to music? (Include opened)

- I think it's low

10. What do you think about spending money to have a better listening experience? (Include opened)

- I think that's natural. The cost of listening to music will give a better feeling, but it can be a bit expensive for a student like me.

11. Have you experienced any music e-commerce sites that are similar or close to our project? (Closed questions)

- Yes

12. What benefits do you see from our website project? (Include opened)

- Convenience of storage method and storage space

- The sound quality is greatly improved
- Save time to be able to own a favorite music store
- Contributing to the cause of environmental protection and user health protection

13. How was your experience with our website? (Closed questions)

- Good

14. What do you think we should develop to improve the current website? (Include opened)

- I think it should add more music, improve the user interface and create more promotions so that customers can pay for the products they love.

2. Summary about interview

Through the interview we can somewhat understand the needs of customers. Know who they are, what age they are, whether they like listening to music or not. We understand people's needs with music as their musical habits. In order to offer products that suit the needs and wallets of customers. Nowadays, people are increasingly looking to music for entertainment and relaxation after tiring work. The creation of such a website helps people relax in life, and also contributes to protecting health and the environment more than using CDs like before. Along with that is to collect comments to improve the project more.

3. List of survey questions

I created a survey-to-survey user needs and find out the feasibility and quality of the product we built. To ensure that the creation of a quality, e-commerce music web site is safe for users.

User survey about e-commerce music website features

In the era of economic development, people's need for mental health care is also increasing. Following this trend, we have moved from using music files as an alternative to methods of storing music on CDs... Building secure, efficient, integrated technology capabilities to maintain. The development of the company has become a top priority. A small project that explores the impact of digital terminals and how to reduce their impact on the environment or their potential function refurbish, repair and reuse digital devices instead of replacing them with "Understanding the impact of e-commerce sites". This mission is a research report on the impact of digital terminals on the environment, while providing flexibility and safety for users.

Who are you? *

(Example: student, worker, teacher, ...)

Vấn bản câu trả lời ngắn

How old are you? *

Vấn bản câu trả lời ngắn

Figure 2: Question survey

Do you like listening to music? *

☐ Yes

☐ No

☐ Maybe

How much time do you spend listening to music every day? *

Vấn bản câu trả lời ngắn

What platforms do you usually listen to music on?

Vấn bản câu trả lời ngắn

Figure 3: Question survey

Do you prefer listening to traditional music or listening to software. Why? *

Văn bản trả lời dài

How much can you afford to listen to music? *

☐ High

☐ Medium

☐ Low

What do you think about spending money to have a better listening experience? *

Văn bản trả lời dài

Figure 4: Question survey

What do you think about spending money to have a better listening experience? *

Văn bản trả lời dài

Have you experienced any music e-commerce sites that are similar or close to our project? *

☐ Yes

☐ No

What benefits do you see from our website project? *

☐ Convenience of storage method and storage space

☐ The sound quality is greatly improved

☐ Save time to be able to own a favorite music store

☐ Cheaper than the traditional method of listening to music

☐ Contributing to the cause of environmental protection and user health protection

Figure 5: Question survey

How was your experience with our website? *

☐ Very good

☐ Good

☐ Medium

☐ Bad

☐ Very bad

What do you think we should develop to improve the current website? *

Văn bản trả lời dài

Figure 6: Question survey

4. Summary about survey

I sent a survey to a client, below is a summary of my survey.

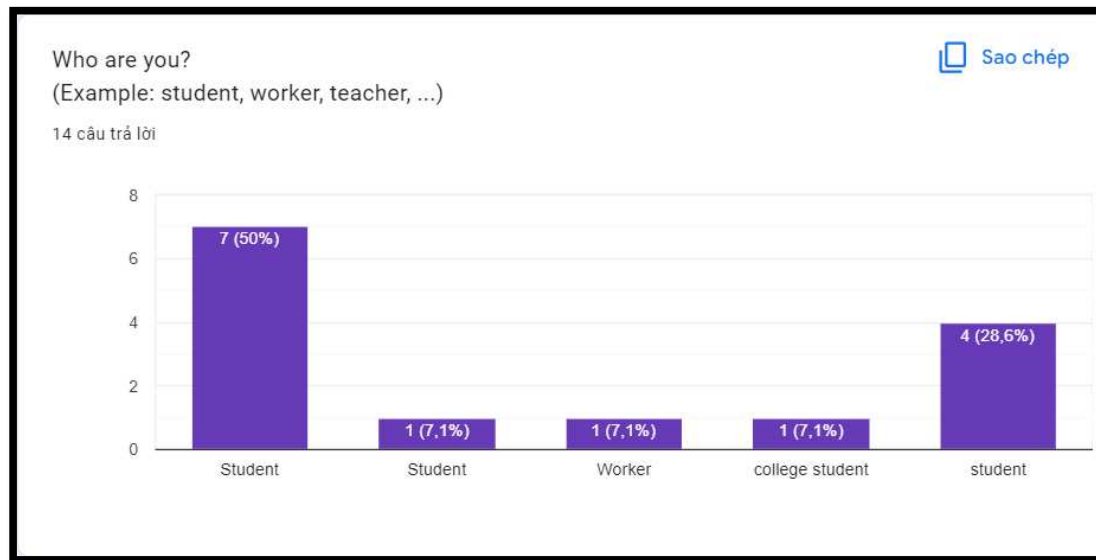


Figure 7: Result survey

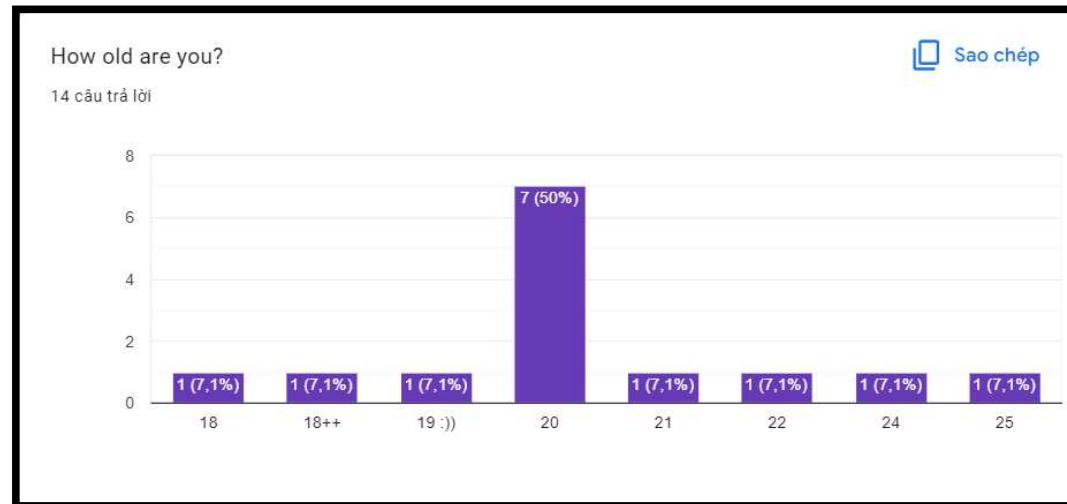


Figure 8: Result survey

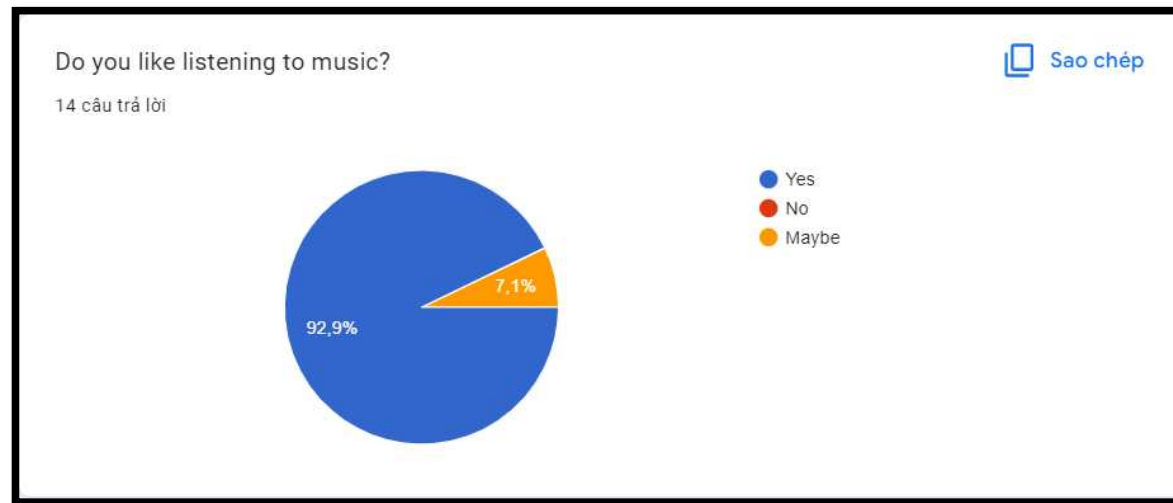


Figure 9: Result survey

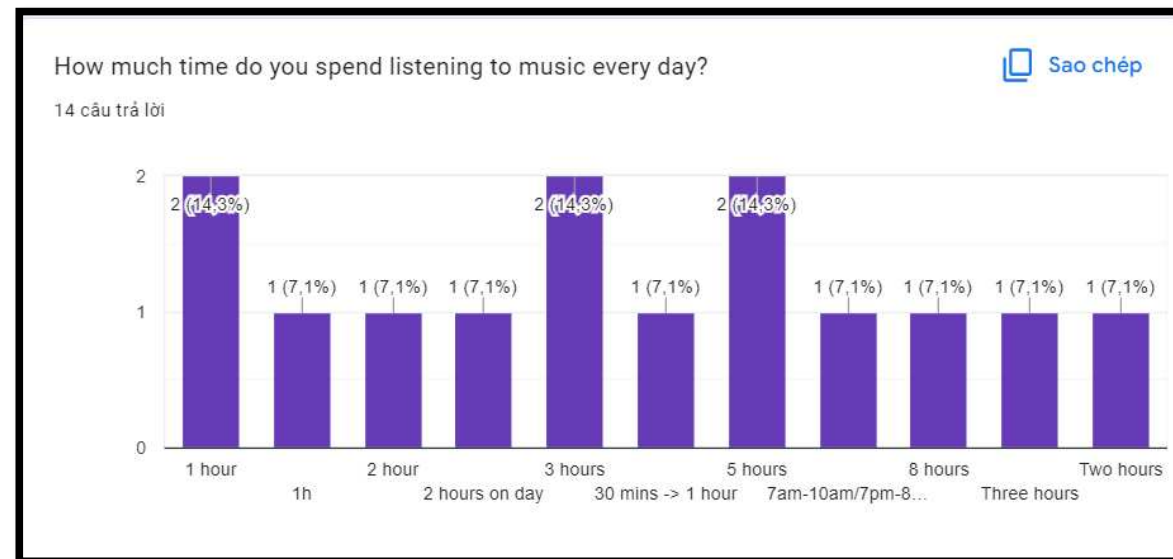


Figure 10: Result survey

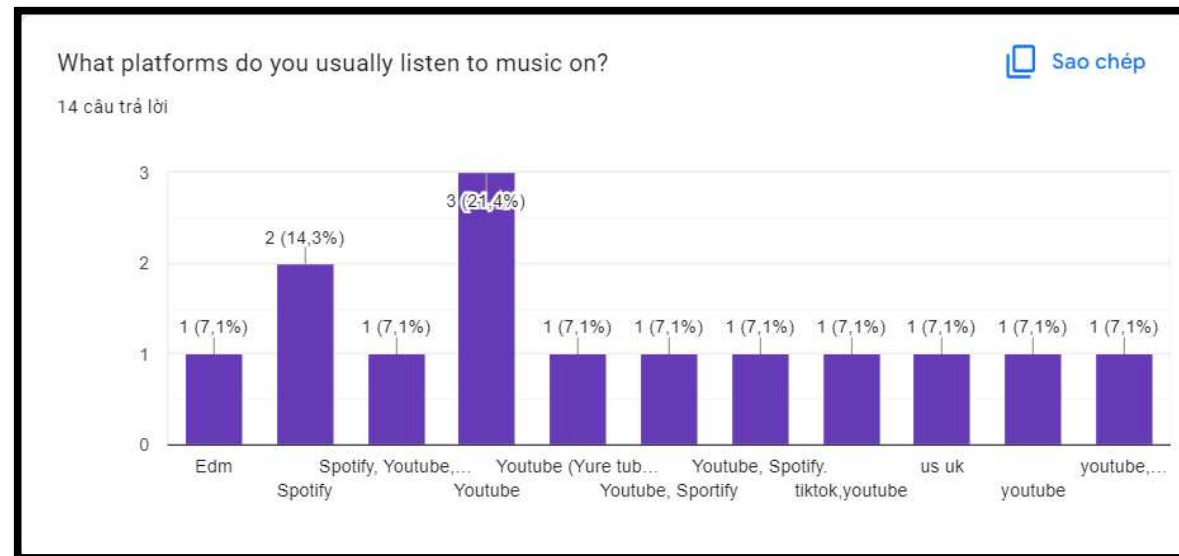


Figure 11: Result survey

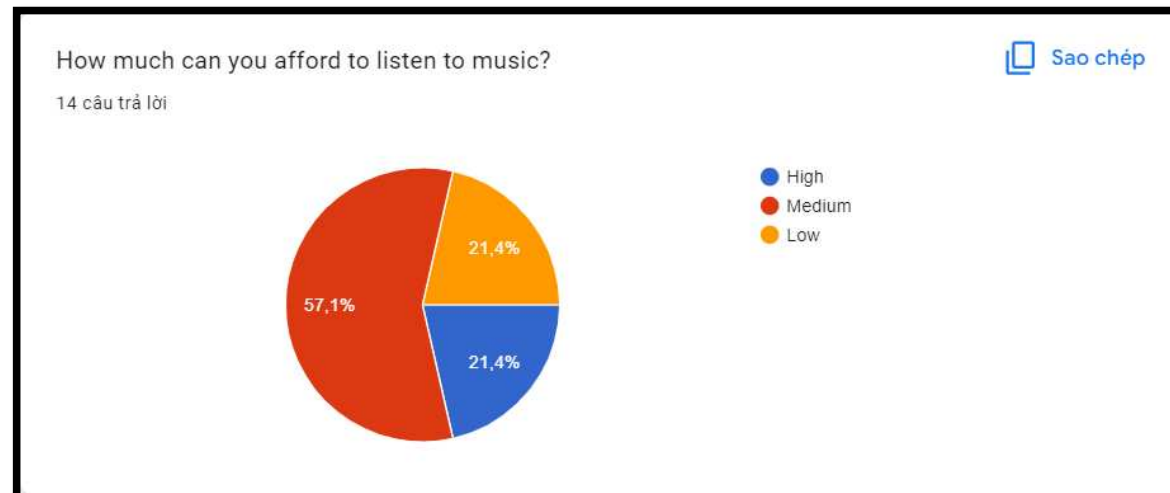


Figure 12: Result survey

Do you prefer listening to traditional music or listening to software. Why?

14 câu trả lời

On software, because software are publish good quality and copyright music

Listening to software because the conveniences of software can cut the traditional music down of technology features.

I perfer listening to software because it is interesting

Traditional music. Because I want to keep the traditional musicso that it won't be lost.

Software because I like

Listening to software

Listning to software

Traidtional

I like listening to music on the software

Figure 13: Result survey

What do you think about spending money to have a better listening experience?

14 câu trả lời

I'll give it some thought if the cost isn't too high

I find it quite expensive and unnecessary. The current music platforms have met my needs.

In my opinion, i agree with the view. I always rent every month to listening copyright music, better quality, also respect the artist who made the song. You can listen free on Youtube, Spotify or Soundcloud, but there are alot ads and it will make bad experience.

Good idea, I totally agree with this idea

\$10

Good Idea

No

Never

Figure 14: Result survey

Have you experienced any music e-commerce sites that are similar or close to our project?

14 câu trả lời

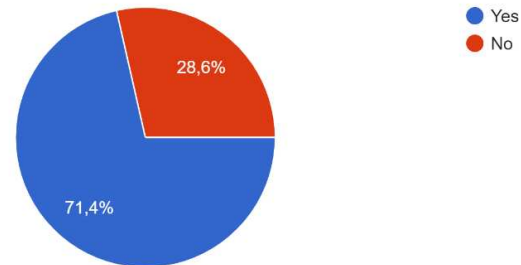


Figure 15: Result survey

What benefits do you see from our website project?

14 câu trả lời

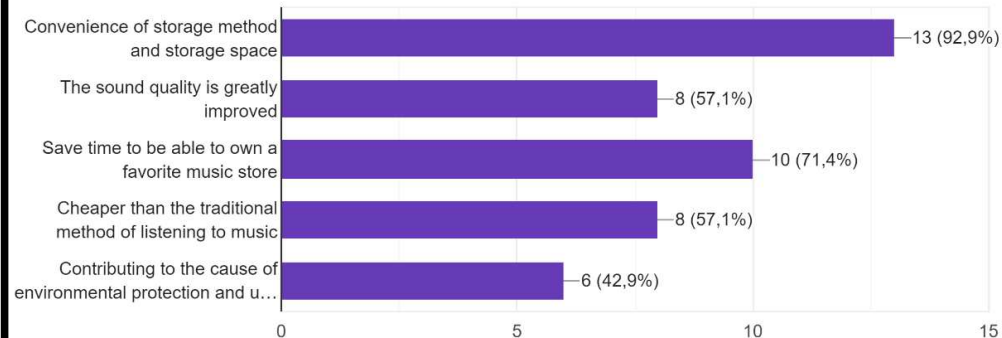


Figure 16: Result survey

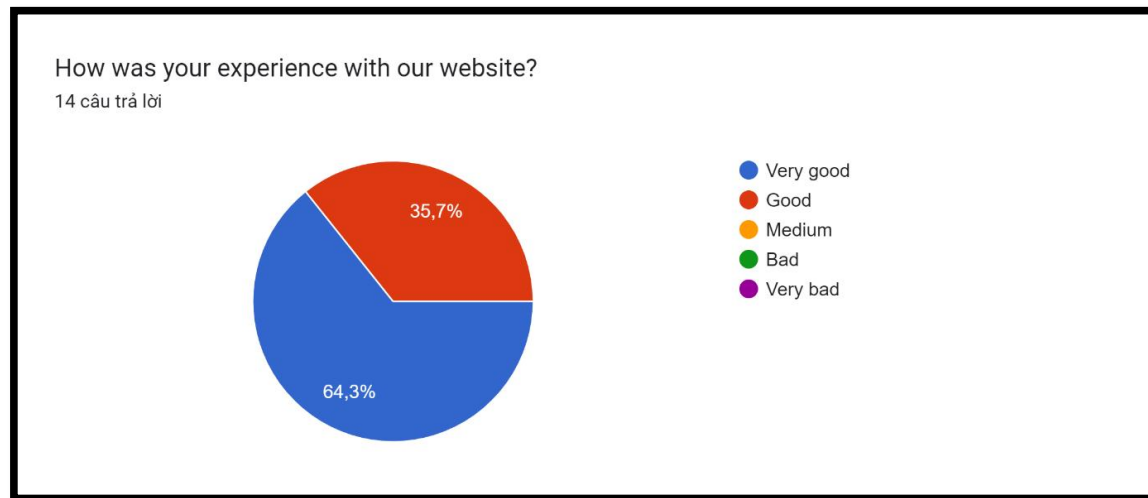


Figure 17: Result survey

What do you think we should develop to improve the current website?

14 câu trả lời

performance improvement when operating, features need more variety

Sorry, i have no idea

Improve user interface

Most of e-commerce music website's requirements were reached. The things need to do are improving user experience and user interface.

variety of music genres

Improve more about user interface.

No

Eliminate fees for music tracks. I will ask my family, friends, neighbors to follow this project.

Interface

Figure 18: Result survey

5. Evaluation about interview and Survey

The goal of research is to discover what is known, what is unknown, and what we can learn more about. Scientists can develop new theories, ideas, and products that shape our society and our daily lives in this way. The goal of research is to learn more about the world and how to apply this knowledge to improve one's daily life. It is an essential component of problem solving.

Based on the results of the interview and survey, it can be seen that everyone, regardless of age, gender, position, has a need for music, an average of 2 to 3 hours a day. Like to listen to music for the purpose of music, creative search for their work. People often listen to music on platforms like YouTube, Spotify. They can also cover the cost of listening to their music as long as the price is right. Listening to music like

that we will be able to listen to better quality copyrighted music, and also respect the artist who made the song. You can listen for free on YouTube, Spotify or Soundcloud, but there are a lot of ads and that will make for a bad experience. And our project to convert music from CDs into music files also received a lot of positive feedback. There is no denying the benefits of conversion such as Convenience of storage method and storage space; The sound quality is greatly improved; Save time to be able to own a favorite music store; Cheaper than the traditional method of listening to music; Contributing to the cause of environmental protection and user health protection. Besides, through the survey we receive great contributions from users about our website such as:

- Need to improve performance when operating, features need to be more diverse
- Most of the requirements of the e-commerce music site have been achieved. What needs to be done is to improve the user experience and user interface
- More music genres
- Add more sale prices for products so that users have more shopping opportunities.

II Secondary research

1. Overview: Explain what you will do in the secondary research, its advantages/disadvantages.

According to Largan and Morris (2019) Secondary research is a research based on secondary data (from secondary resource). A secondary resource is a written document about the primary resource. Secondary research is defined as the analysis, interpretation, and summarization of primary research. In more technical terms, secondary research is research in which data is available from readily available sources.

In primary research, conducting research, the data collected is always specific to the needs of the researcher. Contrast this with secondary research, where data lacks specificity, i.e., may or may not be at the request of the researcher.

Primary research is an expensive process, where the high costs involved in discovering data and facts from a variety of sources. Unlike Secondary Research, which is an economic process in which low costs are involved in obtaining relevant information as the data has already been collected by others.

In this second study, we'll be looking at studies that have been done before so we can find the information we need. From the aggregate information of books and articles can be read. We need to understand users' habits with music, thereby offering reasonable methods

Learn about the bright side of digital transformation-driven features. From there, the feasibility of the project is given.

2 Qualitative and quantitative research methods using for primary and secondary research should be mentioned.

According to Brannen (2017) Data collection methods for research fall into one of two categories. Inductive research methods are typically associated with qualitative research because they focus on the analysis of an observation. Deductive research methods are typically associated with quantitative research because they focus on the verification of an observation.

“Qualitative research is a method that enables non-numerical data collection through open-ended methods such as interviews, case studies and focus groups” (Brannen, 2017). It allows researchers to collect information about personal experiences, feelings, or behaviors, as well as the reasons for them. As a result, qualitative research is frequently used in fields such as social science, psychology, and philosophy, as well as other areas where it is useful to understand the relationship between what happened and why it happened.

Research problems focusing on:

- Person's experience or behavior.
- Uncovering and understand a phenomenon about which little is known
- Employ a limited number of observations

Emphasis on understanding, Focus on understanding from respondent's point of view, Interpretation and rational approach, Observations and measurements in natural settings

“Quantitative research is a method that collects and analyses numerical data through statistical analysis” (Brannen, 2017). It enables us to quantify variables, discover relationships, and draw broad conclusions about a larger population. As a result, quantitative research is frequently used in natural and physical sciences such as engineering, biology, chemistry, physics, computer science, finance, and medical research, among other fields.

3. List of articles /books (at least 3 books/2 articles and other internet sources)

[3] Max, J., 2007. *ezinearticles.com*. [Online] Available at: [Why Buy MP3 Songs Online Instead of CDs? \(ezinearticles.com\)](http://ezinearticles.com/?Why-Buy-MP3-Songs-Online-Instead-of-CDs-?articleid=1000000) [Accessed 28 10 2022].

[4] Jessica, K., 2010. *ezinearticles.com*. [Online] Available at: [Digital Media Players \(ezinearticles.com\)](http://ezinearticles.com/?Digital-Media-Players-?articleid=1000000) [Accessed 28 10 2022].

[5] Dave, A., 2008. *ezinearticles.com*. [Online] Available at: [Choosing Subliminal CD's Or Mp3's - The Real Deal For Self Help \(ezinearticles.com\)](http://ezinearticles.com/?Choosing-Subliminal-CD's-Or-Mp3's--The-Real-Deal-For-Self-Help-?articleid=1000000) [Accessed 28 10 2022].

[6] Mann, W., Mann, B., 2000. *I Want My MP3 !: How to Download, Rip and Play Digital Music*

[7] Mitra, A., 2020, *Digital Music, Revised Edition*

4. Summarize about articles/Books you have read

Why Buy MP3 Songs Online Instead of CDs?

Why should you buy MP3 songs online? You can buy MP3 music for much less than CDs. CDs are more expensive, but MP3 songs are cheap and easy to make, transfer, and store. You do not have to worry about losing or damaging your favorite CDs. Eventually you can get rid of all your bulky CDs, CD holders, and cases - MP3 song files can be easily stored on your computer and MP3 player.

Some of my favorite CDs have been lost. MP3 songs give you the same high-quality music as CDs for a fraction of the cost. Buy MP3 songs and unlimited MP3 music online, and you can be listening to your favorite songs in just minutes. Our favorites include websites where you can pay per song or album or pay a one-time or monthly membership fee.

(Max, 2007)

Digital Media Players

In this developing world, technology is developing rapidly, and media player is becoming an alternative to using information and storing by CD player and computer with powerful advantages of These devices are a convenience, people can store large amounts of information right on their hands. Media players are becoming the most important alternative in the use of information and storage by CD players and computers. It is important to compare different types of devices and choose the one that meets the individual needs of the customer. In a CD player you can store up to 30 songs and no more, and you have to change the CD every 20 to 30 songs in the CD player, so you better choose the player digital (2gb, 4gb and 8gb possible which can hold songs somewhere from 300, 800 to 1500 etc. store at least 10 hours of video space in a 4gb player).

(Jessica, 2010)

Choosing Subliminal CD's Or Mp3's - The Real Deal For Self Help

Subliminal audio offers promise of prosperity, health or improvement, happiness, success and even miracles. Just because the product cannot be consciously heard and evaluated easily does not mean potential clients are helpless in the choosing process. There are companies that will help walk you through the process, since not many are familiar with the technologies involved in digital, subliminal audiophonic audio files and discs. There are company that will help walk you through the process, since not many are familiar with the technologies involved in digital, subliminal audio files and discs. If you are considering the use of such a product, for whatever reason, there are some details you should know first. Do you have a variety of choices to make for each product?

These factors and others are critical to your experience and success. If you choose music as your preferred background, can you hear a sample first? ' Are they qualified to compose and mix the audio that you will be using to influence your subconscious mind?

Subliminal audio uses the inaudible frequency 16.5 KHz which cannot be heard by the human ear, but the subconscious definitely hears it. Another outdated method used by some self-help companies is hiding their subliminal verbal content with volume. After performing an extensive survey of people interested in self-help audio, we decided to go with New Age music as our background of choice. Just turn the volume up on the silent 'silent' CD or digital track - you will not consciously hear it, but your inner self will. Just turn the volume up on the silent subliminal CD or digital track in this instance.

(Dave, 2008)

I Want My MP3 !: How to Download, Rip and Play Digital Music

Convert revolution in digital music - MP3 is the hottest technology of the first of audio technology from CD. However, finding simple methods and music makes it difficult for the average user's computer. Software has many bugs and hardware is constantly changing. On top of that with dozens of confusing new terms like "ripped" CDs and new hardware using mini hard disks and flash tags and you have a recipe for confusion. MP3 books showcase all of that and show readers how to play, record and download their music the way they want.

Powerful wave transmission with MP3 coverage - This topic is all the transporters that now. Not only is the computer commercialization magazine famous, but it also appears in major media such as Publisher's Weekly and Business Week. Full guide on the latest in technical means. This is an easy read Guide to the new network way in music skill.

MP3 is source full information about MP3 and includes everything needed to listen, record and playback MP3, rich Internet guide on finding the best MP3 music, practical information needed to get through the intensity surrounding MP3. CD-ROM close package. Music on CD will be in every major genre - the idea is to give readers the tools and tunes they need to start using MP3s now.

(Mann and Mann, 2000)

Digital Music, Revised Edition

Today there are talking toasters, cars that start themselves using voice recognition, and telephones that use voice commands. But those are not the only examples of digital sound. The ubiquitous earbuds and tiny MP3 players show how common it is to listen to digital music. Digital Music, Revised Edition examines digital sound's basic principles, history, physics, and different formats and how it became so prevalent in the digital world. Because the Internet has made it so easy to share digital files, this volume includes a discussion of the legal implications of sharing music and other files. This accessible title also considers some of the possible trends in the future of digital music.

(Mitra, 2020)

5. Evaluation about your understanding

After conducting research and reading research materials on the internet, I have come to understand some issues that may affect the project's future development and some problems that the program may face in the future. during the operation Using an e-commerce website to replace traditional music listening methods provides numerous benefits to both customers and the store. MP3 files, which are digital, have more storage space than CDs and have better sound quality. At the same time, using it instead of CDs contributes to environmental protection. Purchasing songs online is much less expensive than purchasing CDs, and MP3 songs are also inexpensive and simple to create, transfer, and store. You don't have to worry about losing or damaging your favorite CDs. It only takes a few minutes to log in to the account, who already has his favorite song album in hand.

Aside from the issues that have been clarified, there are still some ambiguities, such as the application of digital welfare to the website, such as the digital feature. We don't fully understand why the use of mp3 music files as a means of providing great sound promises prosperity, health or improvement, happiness, success, and miracles. We need time to work through this issue. Furthermore, we learn in the article about super sound technology, which is related to digital audio files and discs. We also know that subtle sound employs an inaudible frequency of

16.5 KHz, which the human ear cannot hear, but the subconscious mind undoubtedly does.

With more time to work on this project, we'll learn more about some of the benefits of using digital wellbeing in music distribution, as well as how to grow the current project in line with trends. Excellent direction. We will learn more about the reports of digital transformation affecting the environment as well as users to make the necessary judgments about the appropriate time for. Learn about the functions that drive digital health to protect the environment.

References

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- [2] Brannen, J., (2017) *Mixing Methods: Qualitative and Quantitative Research*, pg. 2-6