**MUSIC PLAYER**

ABSTRACT

The music player is an embedded system. This project is about the music player application development using Arduino UNO. The biggest difference between the music player and existing applications is that it is completely free for users to use. It will integrate the advantages of existing music players on the market, as far as possible to mining out the existing music players' function, and then do the filtering in order to eliminate function that not practical or low cost-effective. Also, it will be keep improved based on user feedback.

REQUIREMENTS

Some of the requirements noted for this project are:

High Level Requirements

* Play music
* Increase and decrease volume
* Play and pause song
* Play previous and next song

Low Level Requirements

* Use as less time as possible when user gives input
* Give better sound quality
* Noise should be less

Components to be Used:

* Arduino UNO
* Keypad
* LED Display