

## **Introduction for the Music Player Project**

The "Music Player" is a dynamic Android application designed using Kotlin and developed in Android Studio. It provides a seamless way for users to browse and play music tracks by integrating the Deezer API. The app features a responsive UI built with RecyclerView to display a scrollable list of tracks, complete with album covers loaded via the Picasso library. Users can interact with playback controls using MediaPlayer, enabling audio previews with Play and Pause buttons. The backend uses Retrofit for API integration, fetching real-time data such as song titles and album artwork. This project also includes a custom app icon to enhance the application's branding and presentation.

### **Key Highlights:**

- Technologies Used: Kotlin, Retrofit, Picasso, MediaPlayer, RecyclerView.
- Key Features: API-powered data fetching, multimedia playback, responsive design.
- Achievements: Demonstrates skills in API integration, JSON parsing, and Android UI/UX development.

This project reflects my ability to integrate third-party APIs, build user-friendly interfaces, and handle multimedia in Android applications, making it an excellent showcase of modern mobile app

### **Steps to run the project:**

1. Save the file.
2. Extract/Unzip the file.
3. Open file in Android Studio
4. Run the project