MUSIC APP

A Project Report submitted in partial fulfilment of the requirements for the award of the degree of

Master of Computer Applications

by

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Declaration

I hereby declare that the work which is being presented in the MCA Mini Project **"Music App"**, in partial fulfillment of the requirements for the award of the ***Master of Computer Applications*** submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my own work carried under the supervision of **Mr. Sachendra Singh Chauhan (ASS. PROF. CEA DEPT.)**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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Certificate

This is to certify that the above statements made by the candidate are correct to the best of my/our knowledge and belief.

_____

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I would also like to thank my project teammates, for their collaboration and support. We worked together to overcome challenges and to achieve our goals. We shared resources and ideas, and we helped each other to stay on track. I am grateful for their friendship and support.

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ABSTRACT

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. In addition, depending on the user's usage scenario, the music player will also add some modes, such as driving mode and night mode, to allow users to use the application in any situation or environment. On the other hand, the existing music players pay less attention to the control of gestures. Therefore, the music player will solve the limitation by adding more gestures and shake the phone feature for media control to make it more user friendly and humanity. Due to the iterative and flexible nature of this approach, it is able to effectively adapt to users with changing requirements.

CONTENTS

Chapter 1: Introduction

This chapter must describe introduction about your project

1.1 Overview and Motivation

This section includes, why you are motivated to do this project.

1.2 Objective

This section includes, what is your main aim in the project.

Chapter 2: Software Requirement Analysis

This chapter includes requirement analysis, feasibility analysis on various parameters, modules description, functionalities of each modules & Use Case for various scenarios.

Chapter 3: Software Design

The design part must include the following:

- Data Flow Diagram – Level 0, Level 1

Chapter 4: Implementation and User Interface

This chapter includes all user interface, output screens and descriptions.

Chapter 5: Software Testing

This chapter contains generated test cases (two or three) for black box and white box testing.

Chapter 6: Conclusion

This chapter concludes about your application.

INTRODUCTION

The main highlight is to make the proposed application become a high learnability application without too many complex features, enhance the interaction between the user and the media control so that the user can have a better experience to achieve real pressure relief. It is worth mentioning that the music player has the audio trim function. In addition, the ability to enhance the interaction between users and media control is that the application can skip songs by shaking the phone under the lock screen status of the phone. Also, the application utilizes the gesture controls to get rid of its reliance on touch buttons. For example, a song can be switched when the user slides left or right on the music playing interface.

1.1 Overview and Motivation

A mobile phone application that allows you to listen to music files stored in the phone's internal or external memory.

1.2 Objective

The music player allows a user to play various media file formats. It can be used to play audio as well as video files. The music player is a software project supporting all known media files and has the ability to play them with ease.

SOFTWARE REQUIREMENT ANALYSIS

Software uses:

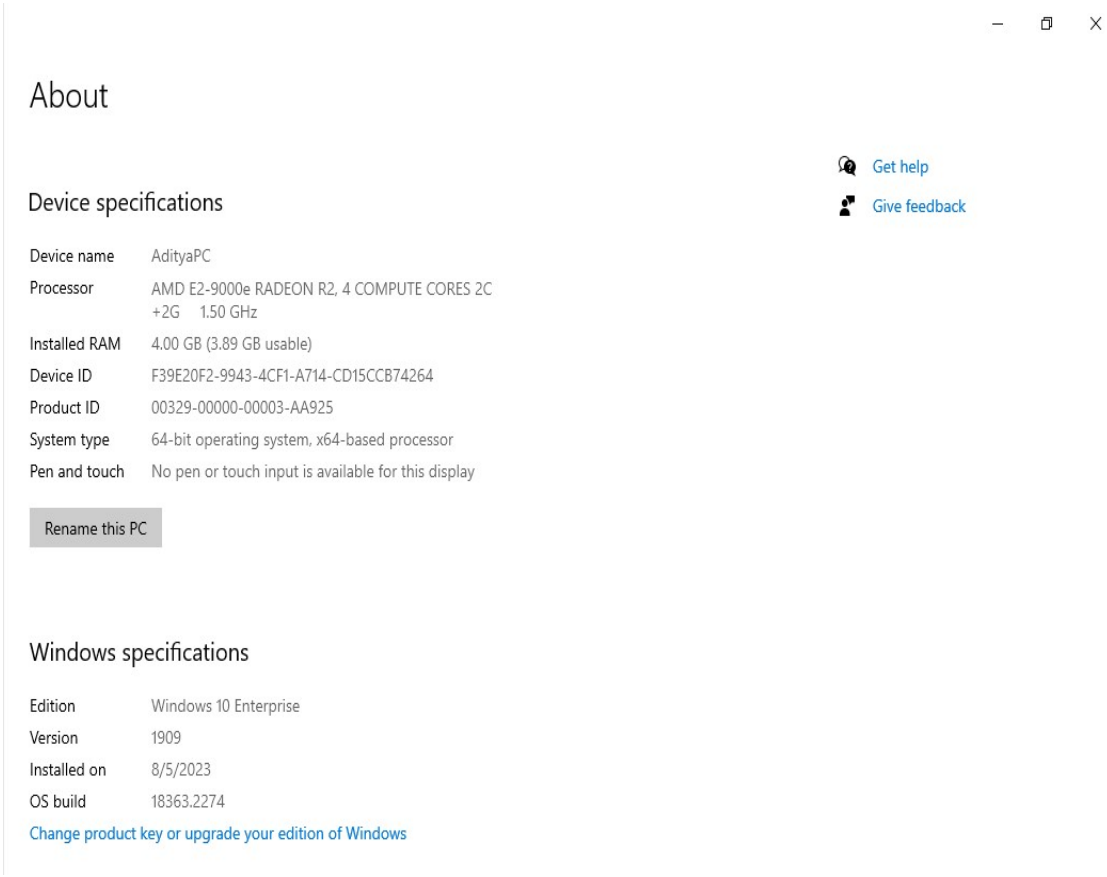
Visual studio 2022

Ms word 2016

OS:

Windows/ linux/ macOS support

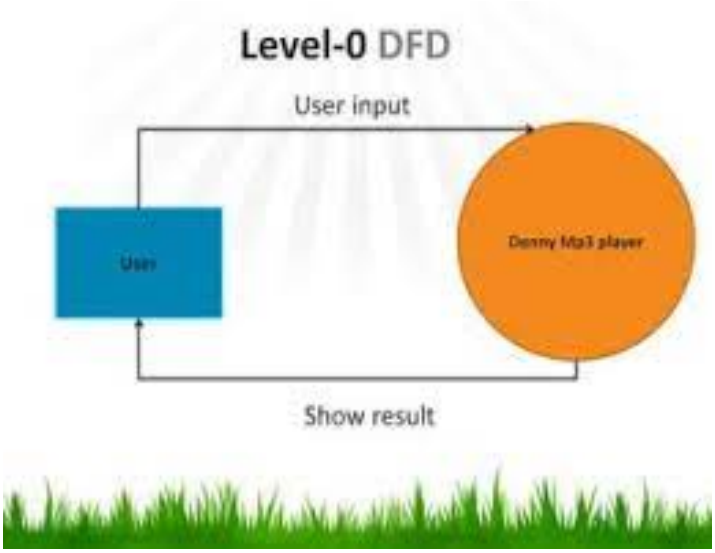
Hardware uses:



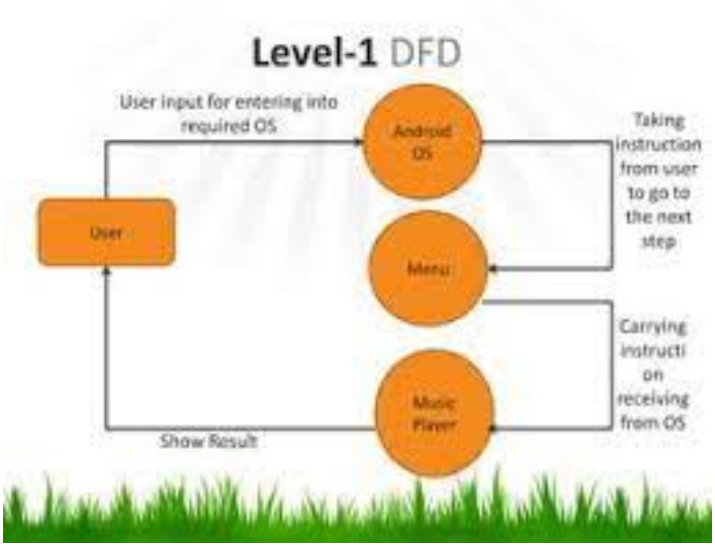
SOFTWARE DESIGN

Data Flow Diagram:

0-Level:

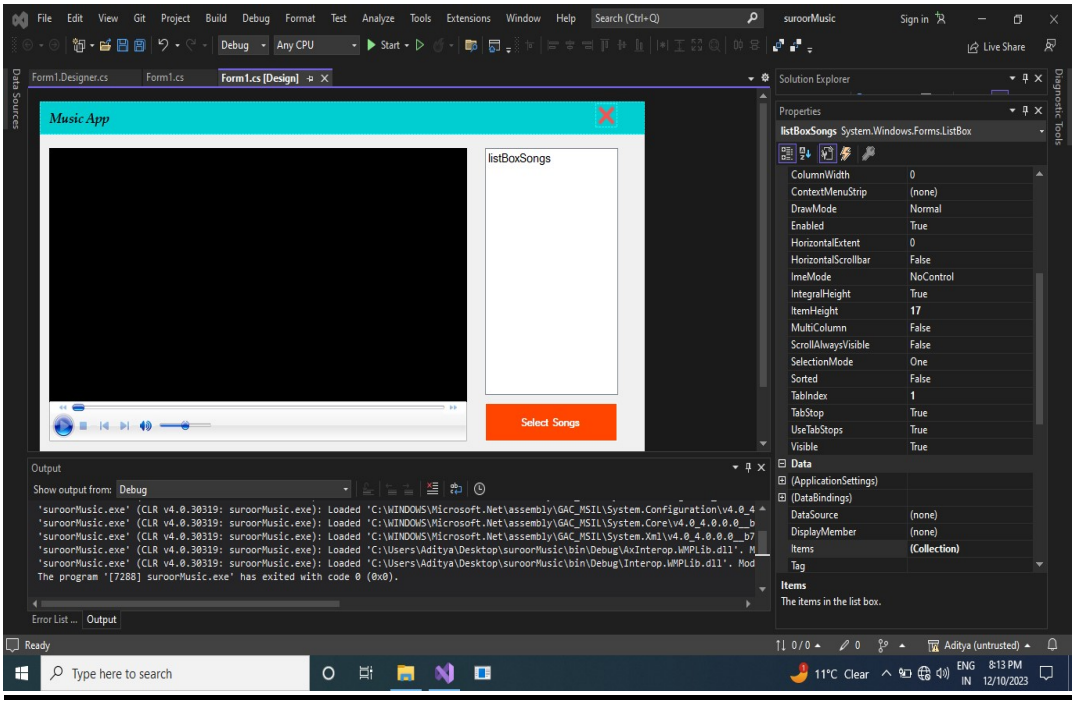


1-Level:

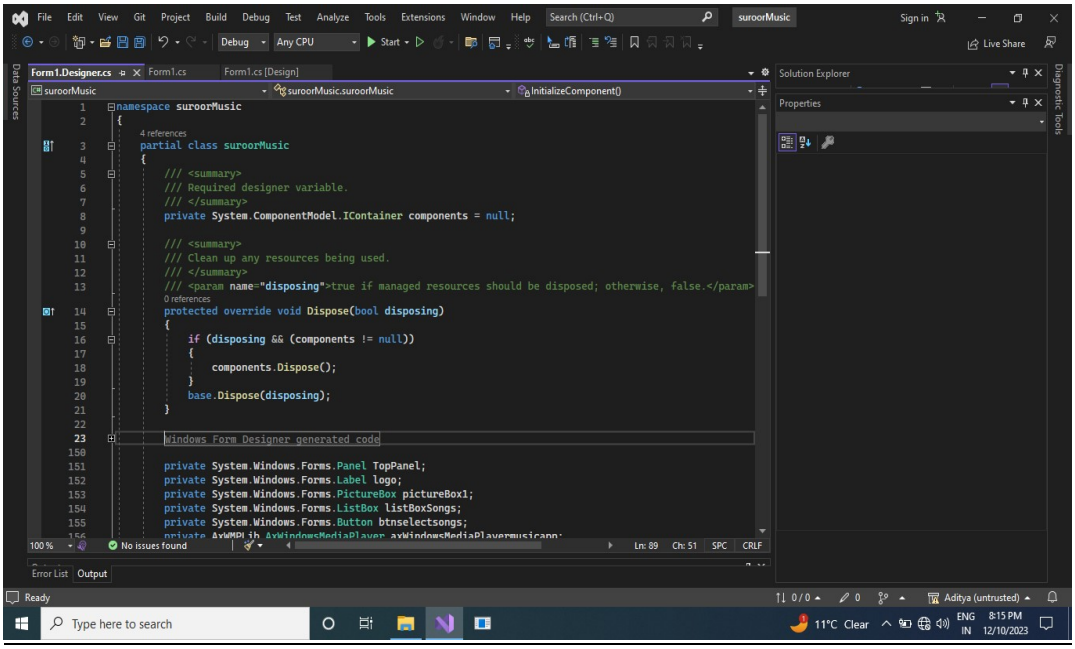


IMPLEMENTATION AND USER INTERFACE

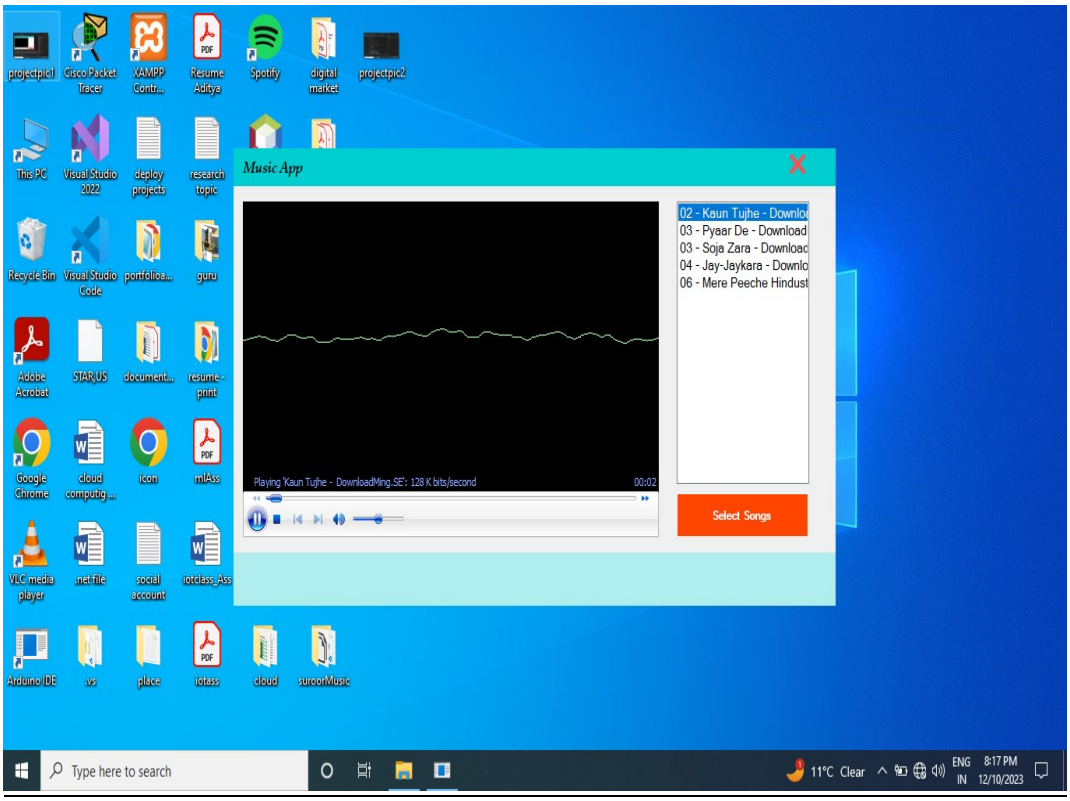
Output Screen At Development stage:



Code of the project:



Live project screen:



SOFTWARE TESTING

Black box testing is a software testing methodology in which the tester analyzes the functionality of an application without a thorough knowledge of its internal design.

Conversely, in white box testing, the tester is knowledgeable of the internal design of the application and analyzes it during testing.

Input	Expected Output	Actual Output
Click "All" in the category	The song playlist under All category was successfully read and contains English songs and other songs	Pass
Click "English" in the category	The song playlist under the English category has been successfully read and contains only English songs	Pass
Click "Others" in the category	The song playlist under the category of Others was successfully read and contains only other songs	Pass
Choose any song from the playlist	Enter the song playing interface, the song can be playing properly, and successfully display the selected song name, album name and artist name	Pass
Play any song and click the Home button to make the app run in the background	Songs still playing in the background	Pass

CONCLUSION

when users hold the mentality of venting and relaxation to expect the music player to bring them relief pressure, in result the application with a dazzling and complex interface, a variety of multifarious functions, from time to time prompt out of the advertising, as well as the function that requires be a members to use, which will only make users feel more depressed and feel the pressure.

Moreover, most people who use a music player, usually don't leave the music player open in the foreground, but start playing music and then go on to do something else at hand such as take a break, read a book and news, or play a game. As a result, they can't focus on the various functions and buttons in the app's interface.

For instance, users who are lying down to take a break and tried to switch to the next song but they need lots of action like unlocking the phone, open the app again in the background and look for the switch button. In addition, the specific song is overwhelmed by a large number of songs and cause information overload, users can only spend more energy and time to find it. For example, searching for a book in the library, and realize that there is no library catalog is mean to looking for a needle in a haystack. In short, the proposed application will combine the strengths of most music players on the existing market and eliminate some unrealistic features, allowing users to focus on listening to music rather than store, communities or various VIP packages or features. The proposed MP3 music player will focus on improving the experience of users of the music player experience.