# Design Overview for Music Player

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# Summary of Program

The program will be a music player with extensive functionality. The user will be able to play, pause, shuffle, fast forwards/backwards, create and sort playlists by predetermined tags. The program will also be able to read in tags from the music file such as Album Name, Artist, Genre etc.

The program will have a translucent background as well as a Graphical UI and an audio visualiser.

# Required Data Types

Record 1: Album

|  |  |
| --- | --- |
| Field Name | Type |
| album\_title | string |
| album\_artist | string |
| *album\_record\_label* | string |
| album\_cover | string |
| album\_year | integer |
| album\_genre | integer |

Record 2: Track

|  |  |
| --- | --- |
| Field Name | Type |
| track\_name | string |
| track\_location | string |
| track\_duration | string |

Record 3: Artwork

|  |  |
| --- | --- |
| Field Name | Type |
| bmp | string |

Enumeration 1: zOrder

|  |  |
| --- | --- |
| Value | Notes |
| BACKGROUND | 0 |
| PLAYER | 1 |
| UI\_BACKGROUND | 2 |
| UI | 3 |

Enumeration 2: Genre

|  |  |
| --- | --- |
| Value | Notes |
| POP | 1 |
| DANCE | 2 |
| HIP\_HOP\_RAP | 3 |
| CLASSIC | 4 |
| JAZZ | 5 |
| SOUL | 6 |
| ROCK | 7 |
| ALTERNATIVE\_INDIE | 8 |

Enumeration 3: Playback

|  |  |
| --- | --- |
| Value | Notes |
| PLAY | 1 |
| PAUSE | 2 |
| SKIP\_FORWARD | 3 |
| SKIIP\_BACKWARD | 4 |
| SCRUB\_FORWARD | 5 |
| SCRUB\_BACKWARD | 6 |

# Overview of Program Structure