MUSIC PLAYER (ANDROID)

All of us like to listen to music in our leisure time. Have you ever wanted to change or add some features to your own? We provide you an opportunity to build up a music player application. The description of the app is as follows:

NECESSARY FEATURES:

- The main screen of the app will be an Activity of with a list of songs in the phone storage. These songs will be displayed on the screen through ListView.
- Use **MediaPlayer** class for the playback of audio files.
- Use MediaController class to give the user control over playback.
- Current Song info and MediaController must be in a different
 Fragment. MediaController must also be there in the Activity in which the list of songs is there and the current song should be highlighted.
- Music must keep playing even when the user is not directly interacting with the app. This can be done using a Service instance.
- We want to continue playback even when the user navigates away
 from the app. In order to facilitate this, display a notification showing
 the title of the track being played. You can do this using Notification
 and NotificationManager class.

BONUS FEATURES:

- Elegant User Interface, particularly Material UI.
- Using RecyclerView instead of ListView will be a great addition.
- To ensure that your app does not interfere with other audio services on the user's device, you should enhance it to handle audio focus gracefully. Read about AudioManager for this.
- Introducing Shuffle Mode. Make sure you don't repeat any previous song played. You can also introduce Loop Mode for a song/playlist.
- Having playlists such as Recently Played and/or allowing the user to create his own different playlists would be a plus too.
- Introducing a feature of Sleep Timer so that app closes automatically after a particular time.
- Any additional features from your side are most welcome.

Note - Be sure to implement Necessary features first before you move on to Bonus features.

PS: Bold words can be used as keywords for Google search.