MODULES

Module-1

In this module a welcome screen is first shown with the name of the application and an option to continue then a user interface is provided to for the user to interact and select the required video from the list of video files he wishes to play. The list of video files is displayed in a plain, simple and an uncomplicated manner. This makes the whole experience for the user very comfortable and it can even be easily understood by kids.
The list of files is shown from the local storage of the device. Once the user selects the required file he wishes to play, the work of this module is done.

Module-2

In this module, application sends the video file selected towards the proposed DVFS where a number of steps are performed on the file where the least CPU frequency required by the device to play the file while maintaining the QoS(Quality of Service) is calculated. The QOS constraints are not compromised for energy efficiency.

Module-3

In this module, the file which was chosen by the user after having gone through the DVFS steps where the minimum CPU Frequency is calculated is placed into the buffer. A buffer is a temporary storage area, usually in RAM. The purpose of most buffers is to act as a holding area, enabling the CPU to manipulate data before transferring it to a device.
The processes of reading and writing data to a disk are relatively slow; many programs keep track of data changes in a buffer and then copy the buffer to a disk. This helps in maintaining efficiency.

Module-4

In this module, finally the file placed in the buffer is fetched by the application and played.
The video is played till the user wants it to be played. The user is provided with three options; play, pause and stop. User can use any of these three given options to perform actions on the selected file. These options provide user with flexibility.

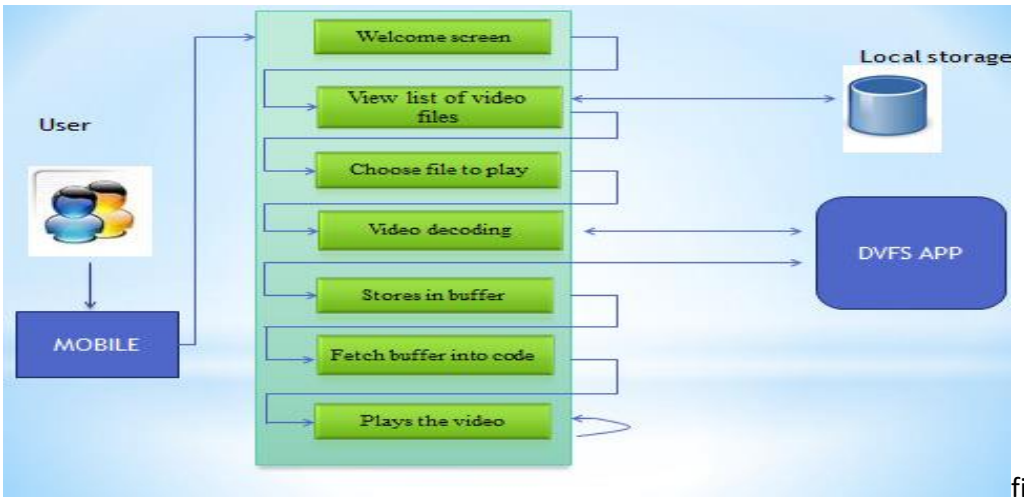

figure shows interaction between modules.