**Ensuring outputs match objectives with screenshots**

|  |  |
| --- | --- |
| **Name of Educator** | **Shubham D** |
| **Project title** | [C](https://github.com/surajmourya/Interactive-Graph-Algorithms-Visualizer) Music Player Demo Frame |

|  |  |  |  |
| --- | --- | --- | --- |
| **Tasks listed in your Educator's template** | **Objectives listed in your educator's template** | **Outcomes** | **Screenshots of outputs** |
| **Task- 1** | Set up the Music Player Demo Frame Environment | In this initial task, the environment for the C Music Player Demo Frame is prepared. This involves setting up necessary libraries and initializing a Linked List structure that users can interact with. |  |
| **Task-2** | A) Implement and add Song to Playlist | This task focuses on implementing Music Player Framework. Users will see how these algorithms work as they interactively create add and viewing the traversal for the next and previous songs and perform the Delete songs operation in real-time. |  |
|  | B) Implement check and Display Add Song Functionality |  |  |
| **Task 3** | Add Songs before Creating Song and adding it into playlist | The third task test the frame with other operation first. Students will implement the Display playlist operation before creating a playlist and visualize the wrong way or paths of handling operation , enhancing their understanding of correct techniques in handling Data structures. |  |
| **Task 4** | Test and Refine the Visualization to Ensure Usability |  | In this final task, students will test the tool to ensure it operates smoothly and is user-friendly. They will also make refinements, such as adjusting the display for clarity or improving interactive features, to ensure a seamless experience. |