Spotify Clone

## MINI PROJECT – II SYNOPSIS



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# Acknowledgement

It gives us a great sense of pleasure to present the synopsis of the B.Tech mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Dr. Sumit Nagar , for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work.

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## ABSTRACT

The functions of playing musics and multimedia have become essential in one device as a smart phone since the smart phone appeared. It is very convenient, but it contains controversial arguments about sound quality, so many smart phone users use the music player application. By using these music applications, people start to think about the relationship between music playing and sound quality. However, those applications are not perfect, so it is hard to choose a good application. This thesis is about the advantages of the sound quality of music player applications that are currently sold in Android Market through RightMark Audio Analyzer program, and plans to suggest android music player application system design by analyzing applications by covering disadvantages of these applications. The music can be direct relating to the lyrics or in any other abstract ways of presentation. So the paper titled "Application of Abstract Music in Advertisement" aims at analyzing the application and implications of abstract music in the popular advertisements in India. The presentation has taken some famous advertisements of different brands in India to analyze the abstract (instrumental or other) nature of music. As it is said "Music is worth a thousand words". It also has verbal texts and assisting, reinforcing, representational in various media. Advertisement is one such media where the exertion of various forms and genres of music carries significance. The application of genres of music influences the viewers' response to the brand. Those convince or manipulate the audience/ consumers.

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# INTRODUCTION

Everything has been digitised in our age of ever-increasing technology. The human workforce has grown as a result of the abundance of job options. As a result, a system that can handle the data of such a vast number of people in a company is required. Because of its user-friendly design, this project makes the process of keeping records easier. The "SPOTIFY CLONE" was created to address the issues that plagued the previous manual system. This programme is designed to eliminate, and in some cases, decrease, the problems that the current

system has. To eliminate data entry mistakes, the software is kept as simple as possible. When inputting incorrect data, it also displays an error notice. The user doesn’t require any formal expertise to operate this system. The admin will be able to listen to music by this project. Artists data may also be seen and printed by the administrator. Admins can also remove an app and change their details.

## SOFTWARE AND HARDWARE REQUIREMENTS

* HTML 4.01
* CSS
* Javascript
* Suitable IDE
* 2 GB Ram
* Window 10

## PROJECT DESCRIPTION

Any AppStarting needs AndroidManifest. XML file to start. And any new project content will automatically

generate an AndroidManifest. XML file. Configuration files are the core of the whole program, which contains the

Android SDK version, and the default Activity in program running. The systems will automatically looking for a logo

in AndroidManifest to react the corresponding operation when any component of the program triggers events.

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Twice the result with half the effort will get if an overall study of the principles done before the design and follow them in the operation. The principle of software design mainly includes the following points:

1. Reliability- The reliability of the software design must be determined. The reliability of the software system refers to the ability to avoid fault occurred in the process of system running, as well as the ability to remedy troubles once the fault occurs.
2. Reusability- Look for commonness of similar codes, and come out new method abstractly and reasonably. Pay attention to the generic design.

To keep the program simple and clear, good programmers can use simple program to solve complex problems.

To design Android mobile phone music player as long as a computer has the Android development and the application development of Android is free. In addition, mobile phone music player is basic needs for public. The information that which functions are necessary form all the consumers , which functions are needed for some people, and which features are seldom to use is easy to understand. And a lot of research is eliminated, thus saved the spending. Therefore, the whole process of development doesn’t need to spend any money that is economic feasibility.

To design a music player which meets the basic requirements, a deep understand of JAVA language, the Android system architecture, application of framework and other technical knowledge are needed.(framework is the core of the application, and rules that all the programmers participating in the development must abide by). Based on the related technology information and resources for Android on the market, and equipped with technical personnel of technology and the spirit of willing to learn, the technology is feasible.

## WORKING

Any AppStarting needs AndroidManifest. XML file to start. And any new project content will automatically generate an AndroidManifest. XML file. Configuration files are the core of the whole program, which contains the Android SDK version, and the default Activity in program running. The systems will automatically looking for a logo in AndroidManifest to react the corresponding operation when any component of the program triggers events. To define the system, the first thing is launching the Activity: Android Activity. There are properties such as action and category in < intent - filter >. Most of these are the default values of the system. Setting the action and category realize the switch between different Activities. When any components of the program is about to use, declaration must be in the Android Manifest. Xml files. To be clear that authorities must be illustrated as the statement of provider. Each component has a lot of attributes; the program will define different attributes according to different needs. The basic structure content of Android project includes: the SRC (source code), gen (constant that Android system automatically generates), res (resource file), and the layout of file and pictures in the main storage program interface.

The main play interface design. Convenience and practical should be fully considered in the design of the main interface. Every Android interface is a visual interface, which has its unique layout configuration files. We can configure various layout and resources files according to the requirements, such as images, text and color reference, which can form different visual interface and glaring effect. Interface design of adding songs. There are no corresponding songs for the first time login entering the program; users need to add songs to play. Therefore, you need to enter the adding songs’ interface.

## IMPLEMENTATION

This section describes requirements of the system based on basic control functions of players, and system setup function of the player according to research results of the project demand. According to the research results of project demand, the basic requirements of project system and its function structure are presented. And describe the demand of the system through the different angles. The project is divided into the following parts by using diagram: the basic control functions of the player, the playlist management function of the player and system setting function of the player. The player interface requires rational layout, comfortable color, friendly control buttons and concise and beautiful images. According to the Android system requires, the non- response time is 5 seconds. The following is requirements in the music player development application: Application response time shall not exceed 5 seconds in music playing. Application response time shall not exceed 5 seconds as the music is suspended. Application response time shall not exceed 5 seconds as the music is stopped. Application response time shall not exceed 5 seconds as Move Next/Move Previous music. Application response time shall not exceed 5 seconds as system listing is required.

## REFERENCES;

**Books:**

* JSP

Web Development with java Server pages Core Servlets and JSP – Marty Hall

* HTML

Java2 Complete Reference Sun HTML Documentation

* Professional JSS Server Programming

## Websites:

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* [www.google.com](http://www.google.com/)
* [www.webworld.com](http://www.webworld.com)
* [www.projectdeveloper.com](http://www.projectdeveloper.com/)

## Faculty Guidelines:

Dr. Sumit Nagar (Assistant Professor)

## GitHub Repository link:

https://github.com/anurag293/mini