**DECLARATION**

We hereby declare that this project work entitled **"Ryythamwave"** is a record of the original work done by us under the guidance of Ms. Seema D, **Assistant Professor**, Department of Computer Applications, **SWAMY SASWATHIKANANDA COLLEGE**, and the project work has not formed the basis for the award of any Degree/Diploma or similar title to any candidate of University.

**Internal Guide Name and signature of candidate**

**1)SYNOPSIS**

The **Music Streaming System** project aims to create a free and ad-free music streaming website that offers users an enjoyable, uninterrupted listening experience. With music streaming becoming the dominant method for accessing music, this project provides a viable alternative to existing platforms like Spotify, Apple Music, and YouTube Music. These platforms, although popular, come with disadvantages such as subscription fees, ad interruptions, limited control, and privacy concerns.

The proposed system addresses these issues by offering cost-free access, customizable user experience, and enhanced privacy. Users can register, log in, and manage their playlists without worrying about intrusive ads or subscriptions. The system features a user authentication module for secure login and registration, and a music library module for streaming music, organizing tracks, and creating playlists.

Developed using **HTML**, **CSS**, **PHP**, and **JavaScript**, the system is technically and economically feasible. A database system (MySQL) handles user and music data, while an efficient web server hosts the site. The project ensures scalability, security, and a user-friendly interface to enhance user satisfaction. By offering a privacy-friendly and inclusive platform, this system aims to serve a wide range of users seeking a seamless music streaming experience.

**2) Introduction**

# 2.1) About the Project

The **Music Streaming System** is a web-based platform that offers users a free, ad-free experience to stream music online. It is designed to address the limitations of existing platforms, such as costly subscriptions, disruptive advertisements, and privacy concerns. This system provides a seamless interface where users can create accounts, log in securely, manage personalized playlists, and stream music. The project also includes robust security measures for protecting user data and is built to be scalable, ensuring a smooth and enjoyable music experience for a wide range of users.

# 2.2) Selection of Software

The software chosen for the **Music Streaming System** ensures efficiency, scalability, and security. **HTML** and **CSS** were selected for front-end development to create a visually appealing and responsive interface. **PHP** was used for server-side scripting, enabling the handling of user data, authentication, and database operations. **JavaScript** enhances interactivity, particularly in managing the music player and dynamic page updates. The backend uses **MySQL** to manage data storage for user accounts, music libraries, and playlists. This combination of technologies ensures the system is both user-friendly and capable of managing large volumes of data.

# OPERATING SYSTEM

Software maintenance is the information of a software product after delivery to correct faults to improve performance or other attributes Maintenance is the ease with which a program can be corrected if any error is encountered adapted if its environment changes or enhanced if the customer desires a change in requirement Maintenance followers conversation to extend that changes are necessary to maintain satisfactory operations relative to changes in the user's environment .Maintenance often includes minor enhancements or correction to problems that surface in the system's operation Maintenance is also done based on fixing the problems reported changing the interface with other software or hardware enhancing the software.

# PHP

PHP is a server-side scripting language that is used to develop Static websites or Dynamic websites or Web applications. PHP stands for Hypertext Pre-processor, that earlier stood for Personal Home Pages. PHP scripts can only be interpreted on a server that has PHP installed.

The client computers accessing the PHP scripts require a web browser only.

# Features of PHP

* PHP is open source and free.
* ﻿﻿Short learning curve compared to other languages such as JSP, ASP etc.
* ﻿﻿Large community document
* ﻿﻿Most web hosting servers support PHP by default unlike other languages such as ASP that need IIS. This makes PHP a cost-effective choice.
* ﻿﻿PHP is regular updated to keep abreast with the latest technology trends.
* ﻿﻿Other benefit that you get with PHP is that it's a server-side scripting language; this means you only need to install it on the server and client computers requesting for resources from the server do not need to have PHP installed; only a web browser would be enough.
* ﻿﻿PHP has in built support for working hand in hand with MySQL; this doesn't mean you can't use PHP with other database management systems. You can still use  
  PHP with
* ﻿﻿Oracle
* ﻿﻿PHP is cross platform; this means you can deploy your application on several different operating systems such as windows, Linux, Mac OS etc.

# MYSQL SERVER

MySQL the most popular Open-source SQL database management system is

developed distributed and supported by Oracle Corporation.

If that is what you are looking for should give it a try MySQL Server can run comfortably on a desktop or laptop, alongside your other applications, web server, and so on requiring little or no attention. If you dedicate an entire machine to MySQL you can adjust the settings to take advantage of all the memory, CPU power ,and 1/0 capacity available .MySQL can also scale up to clusters of machines networked together.

Although under constant development MySQL Server today offers a rich and useful set of functions. Its connectivity speed and security make MySQL Server highly suited for accessing databases on the internet.

# Features of SQL

Tested with a broad range of different compilers.

* ﻿﻿Works on many different platforms.  
  Designed to be fully multi-threaded using kernel threads to easily use multiple CPUs if they are available.
* ﻿﻿Provides transactional and non-transactional storage engines.
* ﻿﻿Uses very fast B- tree disk tables (My ISAM) with index compression.
* ﻿﻿Designed to make it relatively easy to add other storage engines this is useful if you want to provide an SQL interface for an in-house database.
* ﻿﻿Uses a very thread-based memory allocation system.
* ﻿﻿Executes very fast joins using an optimized nested loop join.
* ﻿﻿Implements in-memory hash tables which are used as temporary tables.

> Implements SQL functions using a highly optimized class library that should be as fast as possible usually there is no memory allocation at all queries initialization

**3) System Analysis**

System analysis is the process of examining an existing system's components, structure, and operations to identify areas for improvement or design a new, more efficient system. It involves understanding the system's objectives, functionality, and problems. Through this analysis, developers gain insights into user requirements, constraints, and potential system upgrades.

System analysis is crucial because it helps ensure that the proposed system will meet user needs, improve upon the limitations of the current system, and be both technically and economically feasible. It also forms the foundation for designing and implementing a more effective solution​

# 3.1) Existing System

The current music streaming market is dominated by platforms like **Spotify**, **Apple Music**, and **YouTube Music**. These platforms offer extensive music libraries and personalized features, such as curated playlists and social sharing options.

DRAWBACKS OF EXISTING SYSTEM:

* **Subscription Costs**: Full access to features and music libraries typically requires a paid subscription, which may not be affordable for all users.
* **Ad Interruptions**: Free versions of these platforms feature advertisements, disrupting the music-listening experience.
* **Limited Customization**: Users often have limited control over playlist management and music downloads.
* **Privacy Concerns**: Many users are concerned about how large companies handle their personal data, including tracking music preferences and behavior.

# 3.2) Proposed System

The proposed **Music Streaming System** aims to address the drawbacks of existing platforms by providing an entirely **free and ad-free service**. This platform is designed to enhance user experience with features such as customizable playlists, music streaming, and privacy-focused data management.

## ADVANTAGES OF PROPOSED SYSTEM

* **Cost-Free**: Users can access all music content without paying a subscription fee, making it inclusive for a wider audience.
* **Ad-Free Experience**: Users enjoy uninterrupted streaming with no advertisements.
* **Customizability**: Users can create and manage their own playlists, enhancing their experience.
* **Enhanced Privacy**: The system ensures that user data is kept secure, addressing privacy concerns.

# Module Description

The most creative and challenging phase of the system development is system design. It provides the understanding and procedural details necessary for implementing the system recommended in the feasibility study. Design goes through the logical and physical stages of

development.

System has 2 modules they are:

1. User Authentication Module
2. Music Library and Streaming Module

## User Authentication Module

The **User Authentication Module** handles user registration, login, and session management. It ensures the secure storage of user data, including usernames, passwords, and email addresses.

### Features include:

* **User Registration**: New users can sign up by providing details such as a username, password, and email.
* **Login**: Registered users can log in securely.
* **Password Management**: Users can reset or change their passwords.
* **Session Management**: Keeps users logged in during their interactions on the site.

## Music Library and Streaming Module

The **Music Library and Streaming Module** allows users to browse, search, and stream music. Administrators can upload new music to the library, which is organized by genres, artists, and albums. Users can create playlists, stream tracks, and download songs.

### Features include:

* **Music Upload**: Admins upload music tracks to the platform.
* **Music Catalog**: Tracks are categorized by genre, artist, and album.
* **Playlist Creation**: Users can create and manage personalized playlists.
* **Streaming**: Allows users to stream music directly from the website.
* **Player Controls**: Includes play, pause, skip, and volume controls.

# 3.3) Feasibility Study

A feasibility study is undertaken to determine the possibility or probability of either improving the existing system or developing a completely new system.it helps to obtain an overview of the problem and to get rough assessment of whether feasible solution exists. This is essential to avoid committing large resources to a project and

## Need for Feasibility Study

The feasibility study is need to

* ﻿﻿Answer the question whether a new system is to be installed or not?
* ﻿﻿Determine the potential of the existing system.
* ﻿﻿Improve the existing system.
* ﻿﻿Know what should be embedded in the new system.
* ﻿﻿Define the problems and objective involved in a system.
* ﻿﻿Avoid costly repairs at later stage when the system is implemented.
* Avoid crash implemented of a new system.

## 3.3.1) Economical Feasibility

This assessment typically involves a cost/benefits analysis of the project, helping organizations determine the validity, cost and benefits associated with a project financial resources are allocated.

Development costs are minimal, requiring time for coding, web hosting, and domain registration. Maintenance costs will involve updating the website and maintaining the server​.

## 3.3.2) Technical Feasibility

Technical feasibility evaluates the technical complexity of the system and often involves determining whether system can be implemented with state-of-the-art techniques and tools.

The project is technically feasible using common web development tools (HTML, CSS, PHP, JavaScript), with a database (MySQL) for user and music data management. A web server (Apache or Nginx) will handle requests, and a media server will facilitate audio streaming.

## 3.3.3) Social Feasibility

This system promotes inclusivity by offering an ad-free, free-of-cost music experience, ensuring users from various backgrounds can access the platform without financial or privacy concerns​.

**4) Requirement Analysis**

Requirement analysis task is a process of discovery, refinement, modelling and specification both the developers and customer take an activity role in requirement analysis can be divided into:

4.1 Problem recognition

4.2 Problem evaluation & synthesis

4.3 Modelling

# 4.1) Problem Recognition

The existing music streaming platforms come with issues like subscription costs, ad interruptions, limited control over playlists, and privacy concerns. Users seek a cost-free, ad-free, and customizable music streaming platform that provides a seamless experience without compromising data privacy​.

# 4.2) Problem Evaluation

To address these issues, the proposed system will eliminate subscription fees and advertisements while offering users full control over playlist management. Additionally, it will prioritize privacy and data security, ensuring that user information is protected from unauthorized access​.

# 4.3) Modelling

The system is modelled with two primary modules: a **User Authentication Module** for secure login and session management, and a **Music Library and Streaming Module** that enables music uploads, streaming, and playlist creation. This model ensures user accessibility and customization​.

# DATA FLOW DIAGRAM (DFD)

A DFD, also known as the bubble chart, has the purpose of clarifying system requirements and identifying major information that will become programs in system design. A FD is a pictorial representation of network that describes the flow of data through a system. The symbols used in Data Flow Diagram are:

* It represents a data source or destination
* Represent flow of data
* Represents a process that transforms data
* Represent data storage

**5) System Specification**

# 5.1) Hardware Configuration

* **Processor** : Intel i5 or higher.
* **RAM** : 8 GB or more.
* **Storage** : Minimum 500 GB HDD or SSD for fast performance.
* **Server** : Web server hosting (Apache/Nginx) with at least 2 GB of RAM.

# 5.2) Software Configuration

* **Operating System** : Windows, Linux, or macOS.
* **Development Environment** : VS Code, PHP 7+, MySQL, HTML5, CSS3, JavaScript.
* **Web Server** : Apache or Nginx.
* **Browser Support** : Chrome, Firefox, Safari.

**6) System Design**

System design is a process of developing specification for candidate system that meet the criteria established in the system analysis. Major step in design is the preparation of the input forms output reports in a form application to the user.

The main objective of the system design is to use the package easily by any computer operation.

System design is the creative act of invention, developing new inputs, a database, offline files, method procedure and output for processing business to meet an organization objective. System design builds information gathered during the system analysis.

# 6.1) Data Design

Data design creates a model of data or information that is represented at a higher level of abstraction. The structure of data has always been an important part of software design. The software design activities translate this requirement model into data structure at software component level. Data design required to manage the large volume of information. In this system, normalization process, the redundant field will be eliminated finally produce the efficient table.

## The system is designed with multiple databases to handle:

* User details (user ID, username, email, password).
* Music library (music ID, title, artist, genre).
* Playlist management (playlist ID, user ID, music tracks)​

# 6.2) Architectural Design

The architecture follows the client-server model. The client side (frontend) handles user interactions, while the server side (backend) manages data storage, user sessions, and music streaming functionalities​.

# 6.3) Procedural Design

Procedural design or component level design occurs after data, architectural and interface design must be translated into operational software. The procedural design for each component, represented in graphical, tabular or text-based notation, is primary work product produced during component level design.

## The website's procedures are organized into distinct modules:

* **User Authentication**: Handles login, registration, and session management.
* **Music Streaming**: Manages music uploads, streaming, playlist creation, and search functionalities

# 6.4) Interface Design

The interface design focuses on simplicity and user-friendliness. It features an intuitive layout with easy navigation. Users can access the music library, create playlists, and control playback with minimal effort. The design incorporates responsive elements, ensuring compatibility across devices, enhancing the overall user experience​.

Coding

**8) System Testing**

Testing is the process of executing the program with intend of findings error. System testing is the stage of implication which is aimed at ensuring that the system works accurately and eficently before the live operation commences. The testing is vital to the success of system. System testing makes a logical assumption at the part of the system is correct the goal will be success achieved.

The recovery and the usability resets. A series of test, online, response, volume, stress, ready for the user acceptance test.

## There are 3 types of testing being implemented:

* Unit testing
* Integration
* Validation testing

# 8.1) Testing Process

Software testing is the stage of implementation, which is aimed at ensuring that t

system works accurately and efficiently before the live operation commences. Testing is vital to the success of the system. Testing is the process if executing program with the explicit intention of finding errors that is making the program to fail. Analyst knows that an effective testing program does not guarantee system reliability. Therefore, reliability must be design into system.

An elaborate testing of data is prepared, and system is tested using this test data. While testing error noted and correction are made. A series of testing are performed for the proposed system before the system is ready for the user acceptance testing.

# 8.2) Unit Testing

Unit testing involves testing individual components or modules of the **Music Streaming System** to ensure they function correctly in isolation. Each part, such as the user authentication module and music player, is examined using test cases that evaluate specific functionalities, such as login validation and playlist management.

Automated testing tools may be employed to streamline this process, enabling quick detection of errors or bugs within the code. By conducting thorough unit testing, developers can identify and rectify issues at an early stage, reducing the likelihood of defects in the final product and enhancing overall system reliability.

# 8.3) Integration Testing

Integration testing focuses on assessing the interactions between different modules of the **Music Streaming System**. After individual units have been tested, this phase ensures that combined components, such as user authentication and music library modules, function correctly together. Test scenarios will evaluate how well these modules communicate and share data, such as user credentials and music information.

Integration testing aims to identify any interface mismatches or logical errors that may arise when modules are combined. Successful integration testing helps to ensure that the entire system works as intended, providing a smooth user experience across all functionalities.

# 7.4) Validation Testing

Validation testing verifies that the **Music Streaming System** meets user requirements and functional specifications. It assesses system performance, security, and usability under various conditions. This phase ensures that the system delivers a satisfactory user experience, confirming that it behaves as expected and fulfils all outlined objectives​