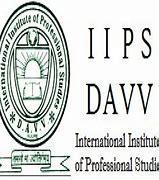
**International Institute of Professional Studies, DAVV Indore**

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**Software design description on**

**An OpenSource software**

**“MELODY MUZIK”**

**https://www.melodymuzik.com/**

* **A music player**

**Version 1**

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# System design

The App Starting module of the player in the project is introduced, as well as the

Android engineering program structure, etc.

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 the program running. The systems will automatically look

for a logo in AndroidManifest to react to 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 are about to use, a 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 the Android project includes: the SRC (source code), gen

(constant that Android system automatically generates), res (resource file), and the

The layout of files and pictures in the main storage program interface.

## Part of the function design:

The main play interface design.

Convenience and practicality 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 colour reference, which can form

different visual interfaces and glaring effects.

The 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. The empty playlist needs to add songs that can choose from the SD

card to add.

Function design of play and Next/Move Previous music

i. When need to use the player to play appropriate music, click the play button

to realize the function.

ii. When need to use the player to switch to the previous song, click on “Move

Previous music” button to realize the function.

iii. When need to use the player to play the next song, click on “the next music”

button to realize the function.

