



MUSC BAY

unleash the music in you

JAVA MINI PROJECT
PROJECT REPORT

SE A

04 ATHARVA BHAGAT | 31 BHAVESH MHADSE | 17 YOGESH GHATE

DATTA MEGHE COLLEGE OF ENGINEERING, AIROLI
DEPARTMENT OF INFORMATION TECHNOLOGY

A LOOK INTO THE PROJECT

Name of Application: MUSIC BAY

Type of Application: Music Player

Libraries Used: JavaFX

Category: Music & Entertainment

BASE FOUNDATION

The project is based on the JavaFX library of Java to create GUI applications and Java Media Player class.

The Application has a Graphical User Interface which provides the user with various options of songs categorized into various fields.

When the user clicks on a particular song, our own musicBAY music player starts to play the songs. The music player has various controls to make your experience better.

WORKING OF THE PROJECT

First of all, when the application gets running user will be staged to home screen where we have the creators' info and our social media account and user can get started | > with his journey on the path of music.

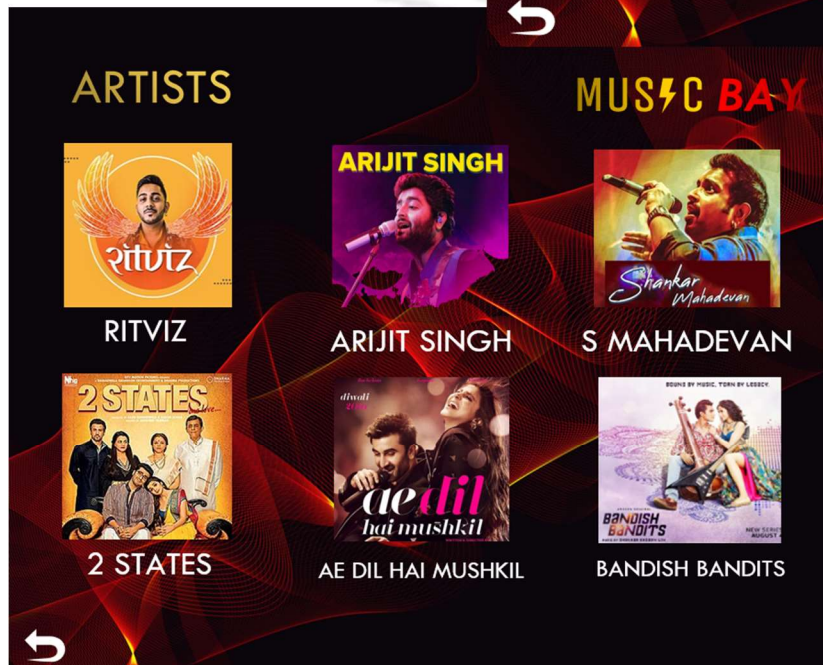
He will then be introduced to some genres out of which he can click on any genre of his choice or can go to the next page of artists or even comeback to home.

Then list of songs from that particular genre will be displayed and user can listen to the music he wants.

The screenshots of the same are shared below.

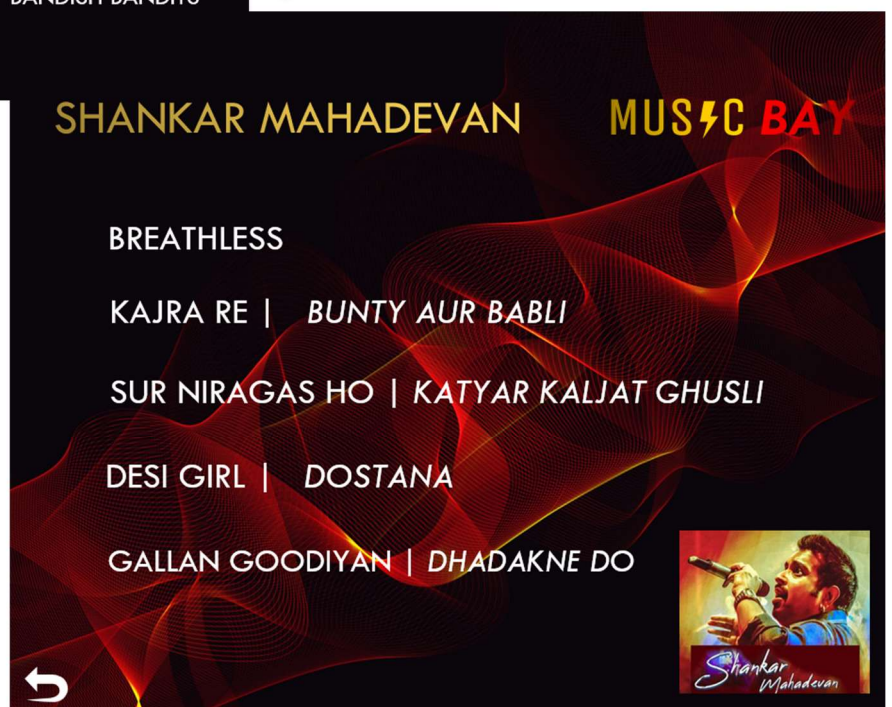


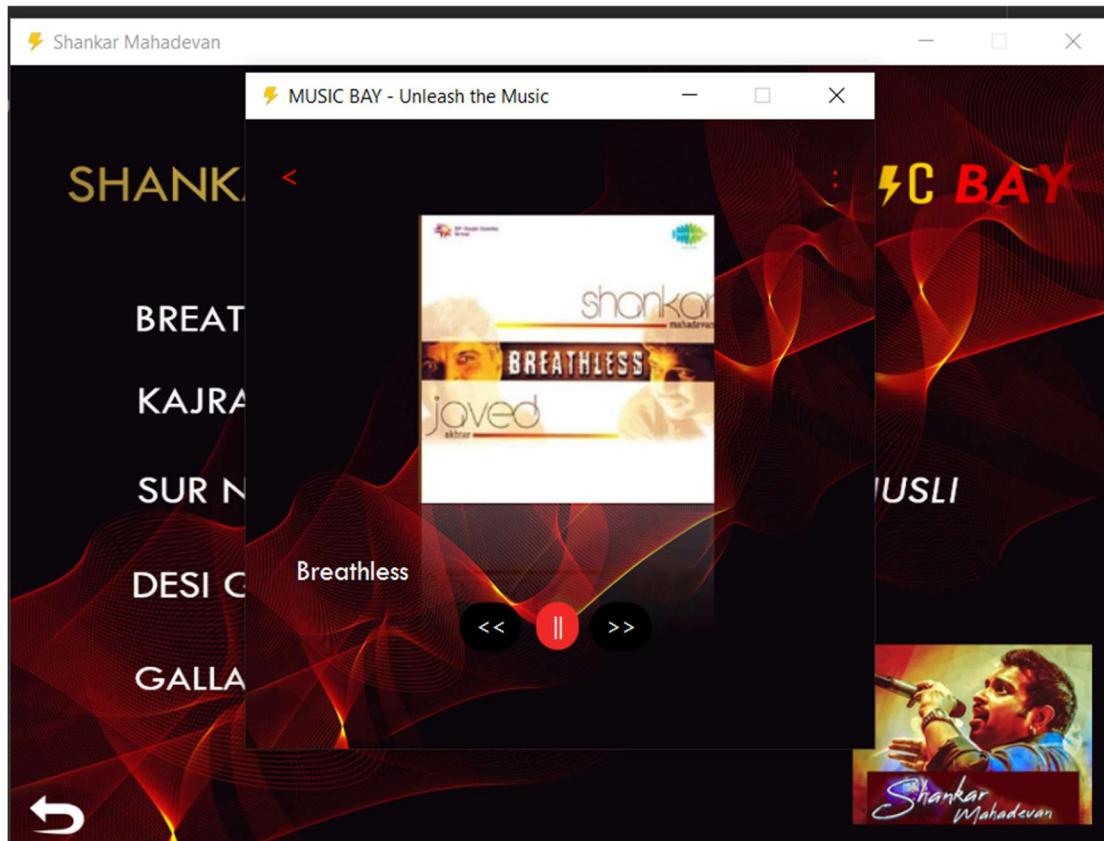
GENRES PAGE



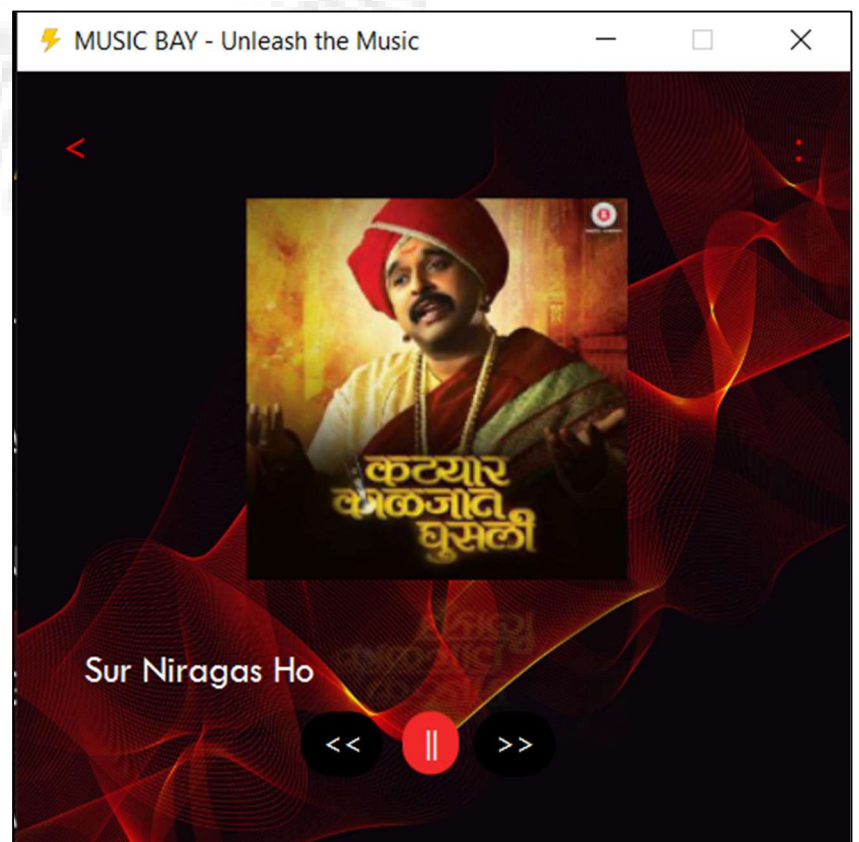
ARTISTS PAGE

ARTIST | >
SHANKAR MAHADEVAN





musicBAY music player:



CODING EXPLAINED

We defined classes and constructors to handle the core of operations. One of the classes deals with the content to be delivered on the stage according to the user input. It is done with the help of parameterized constructors and appropriate paths fed in the program.

One class deals with the JavaFX elements like buttons, images and event handlers which provide the correct task to be done to the constructors.

The last class of Music Player has all the paths of songs and other informatics that will be displayed on the stage. `AudioInputStreams` are used to play the music.

Our source code can be found at

<https://github.com/musicBAY/musicBAY.git>

To get the complete project contact us at

atharva.r.bhagat@gmail.com

bhaveshmhadse9@gmail.com

yogeshvghate@gmail.com

FUTURE TARGETS

- Expanding controls in the musicBAY music player
- Improving UI design and UX
- Expanding the project base idea by creating website