



# MUSC BAY

*unleash the music in you*

JAVA MINI PROJECT  
PROJECT REPORT

SE A

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# 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.

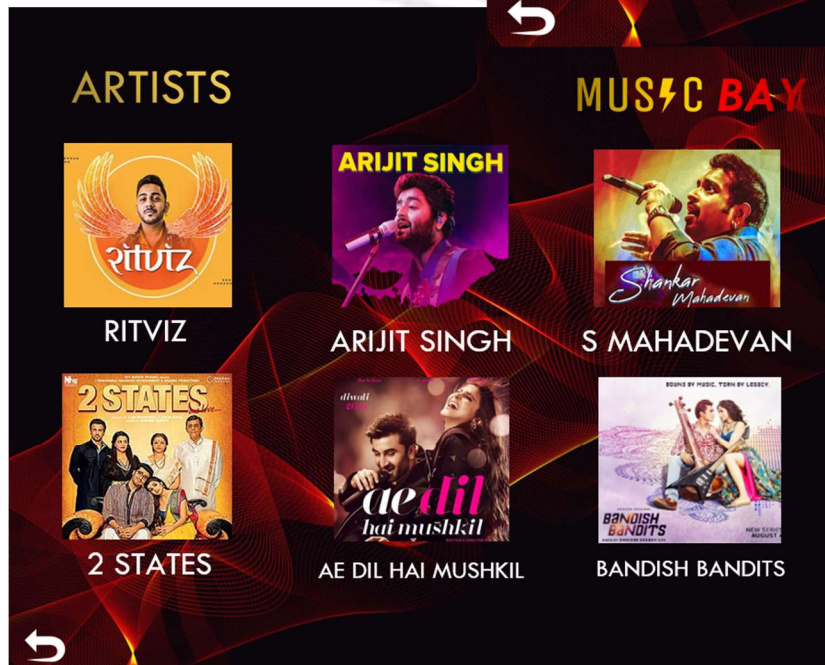
Then list of songs from that particular genre will be displayed and user can listen to the music he wants.

The screenshots of the same are shared below.



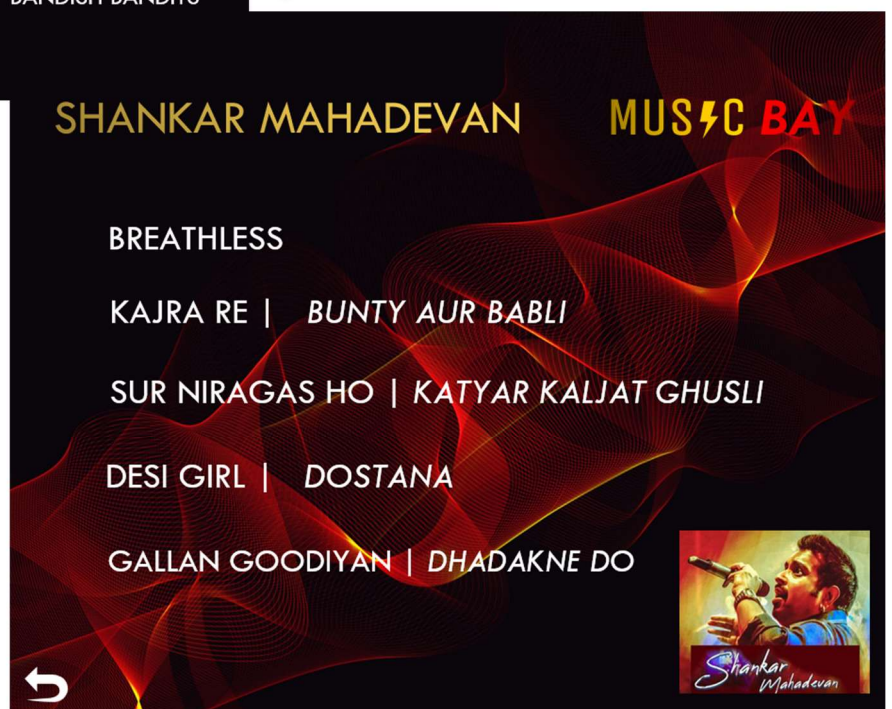


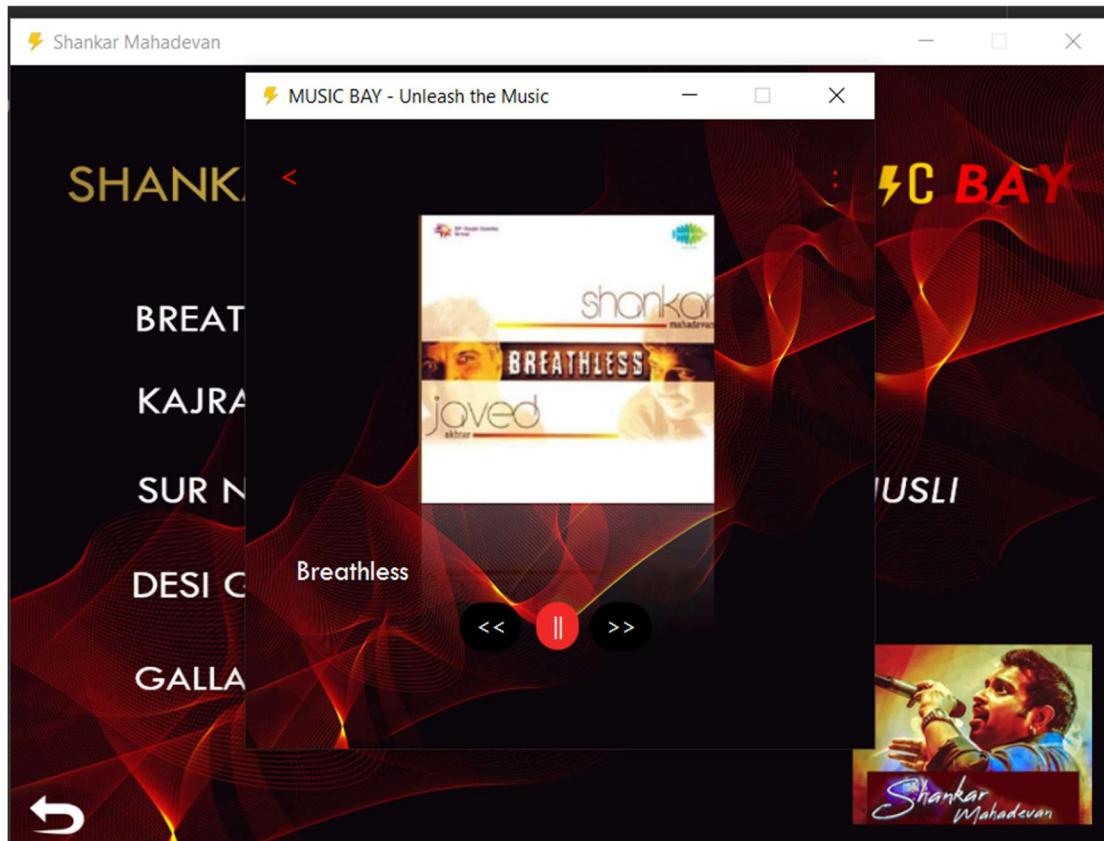
## GENRES PAGE



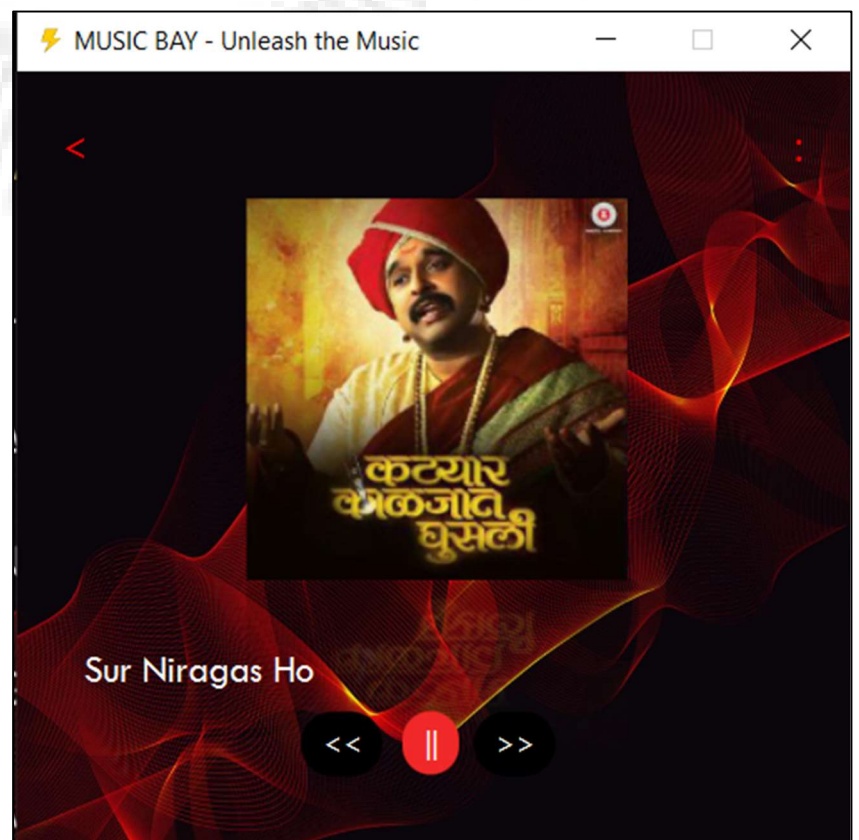
## ARTISTS PAGE

ARTIST | >  
SHANKAR MAHADEVAN





musicBAY music player:





We first created the JavaFX environment like appropriate windows, stages, scenes and panels. We used the Gluon Scene Builder for creating the UI.

Then we added functionalities to the UI by placing buttons, labels and images. We gave the buttons appropriate event handlers like navigation in between the stages, for the controls of the music player and various other functionalities for smooth functioning.

The next task, the most important task was to play the songs by synchronizing correctly with the selection of user.

To make all things work perfectly and in sync, 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. JavaX media player class was imported and its methods were used to play the songs.

## CODE & VIDEO PRESENTATION

Our source code and video can be found at our GitHub repository

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

Our video presentation can be viewed at

<https://youtu.be/9YdPrRcTSuA>

To get the complete project file contact us at

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## FUTURE TARGETS

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