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MUSIC PLAYER

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# Overview

The “MusicPlayer” project is a Java based application that allows users to play and control audio tracks. This application uses Java’s audio processing power to provide an interactive and easy-to-use music playback experience. The “Javax.sound.sampled” library is an integral part of the project. The goal of the project is to develop a dynamic user interface that allows users to control audio playback, change volume levels, and view progress. The architecture of the project is based on Object-Oriented Design principles and Graphical User Interface (GUI) Development to create a unified and intuitive user interface.

# Goals

1. Create an interactive user interface for controlling audio playback.
2. Enable users to play, pause, and stop audio tracks.
3. Implement a progress tracking feature to display the current position of the playing track.
4. Incorporate volume controls, allowing users to adjust audio output levels.
5. Utilize the “java.sound.sampled” library for audio handling.

# Conclusion

In conclusion, the “MusicPlayer” project provides an interesting insight into the domain of multimedia programming in JAVA, using the “java.sound.sampled” library.