Author: Carlos Esparragoza

Computer Science

Kingston Univerity

Avinpro Management System

Introduction

The purpose of this project is to introduce the company of Avinpro a more updated way to do the process of Distribution, this process consist if gathering information about the number of times songs were played in a country. Depending the amount of times each song was played the artists/producers that took part on the creation of that song will receive money (Royalties).

The process occurs every six months, but needs to be started way before it should as it takes a long time to prepare for it one of the reasons is that the current system is slow, the motive for this is because people can make mistake as no validation is provided, getting the information to make a report takes a lot of time, making what could be an easy task is made into long and tedious one.

The project will present and approach which is managing a database using java programming language as an interface. This will make the agglomeration of data more presentable i.e. Filtering, validation, no repetition if data. Selecting information to create a report even more understandable i.e. Bespoke user interface.

There are topics used by the project that will provide a base to produce an answer for the current problem.

Topic 1-Music Licensees

A very large number of entities, from neighbourhood bars to broadcast radio stations, “perform” copyrighted musical works for the public. Such entities must pay royalties to copyright holders. The types of royalty payments owed and the way those payments are determined vary considerably, depending mainly upon the way a particular entity is treated under copyright law.

Topic 2-Database Connectivity

Conclusion