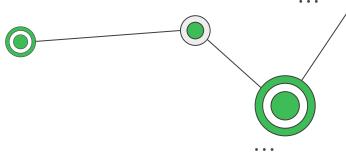
Linguagem de Programação II



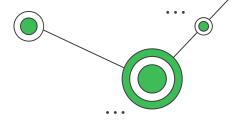


Player

Uma aplicação JAVA baseada no MP3

Edna Juvencio Nunes Mateus Alves de Oliveira

Nosso time



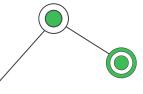
. . .

Mateus Oliveira

Edna Juvencio

. . .





Sumário



Desenvolvimento

Pontos desenvolvidos



Classes

Diagrama de classes

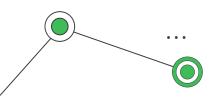


Demonstração

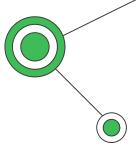
Resultados final







Pontos desenvolvidos



Controle de Acesso: Login & Logout p/ usuários Comuns e Vips

04

Usuário Vip: add diretórios, músicas e novos usuários

Tela de cadastro de novo usuário

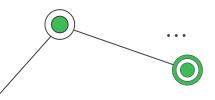
05

Tocador MP3 com os botões Play e Pause, Próxima e Anterior

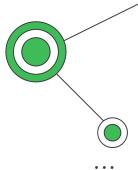
Usuário Comum: add diretórios, músicas

06

Extra: Progress Bar para adiantar a música



Principais desafios



Devido a diferença de S.O, dos membros, tivemos um imprevisto para dar continuidade na criação de playlist

A parte de desenvolver o tocador no geral

JavaFX e SceneBuilder



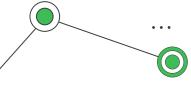
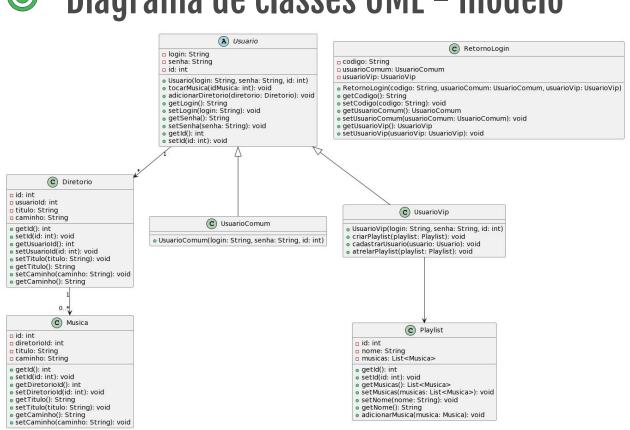
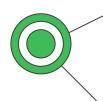


Diagrama de classes UML - modelo





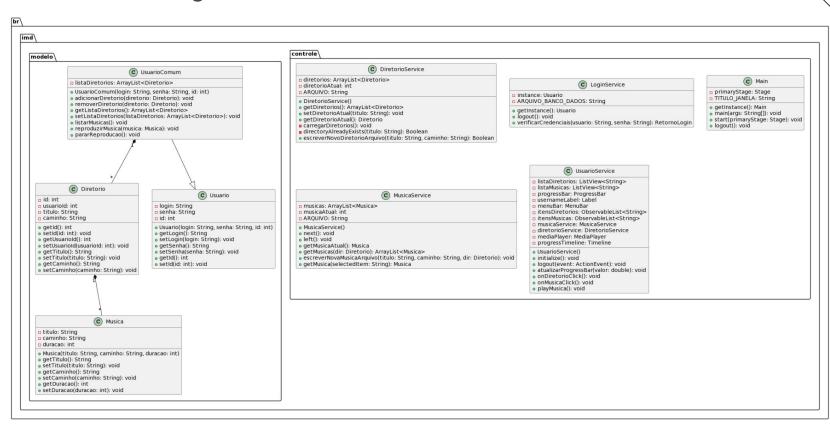


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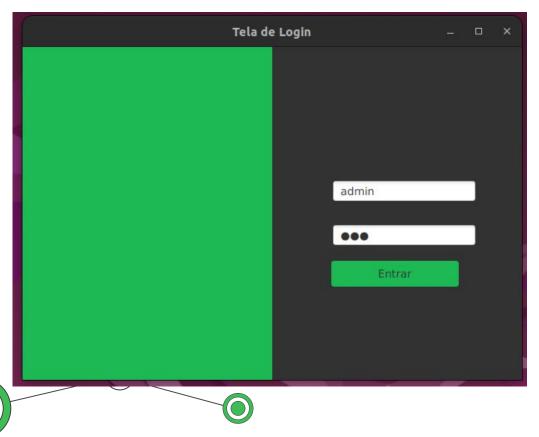
Diagrama de classes UML - modelo + controle



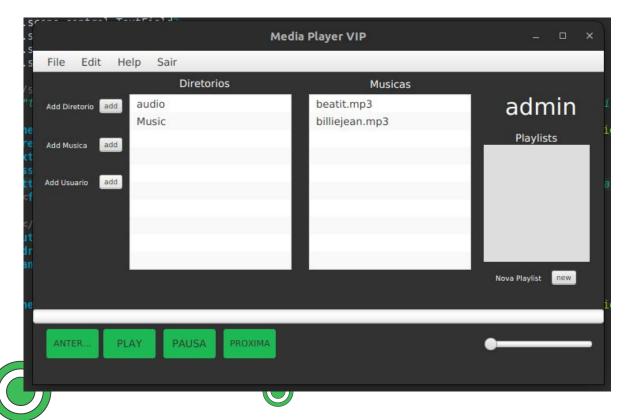




1 Tela de Login



Usuário VIP/Admin

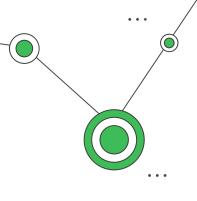


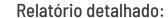
03 Usuário comum



1 Tela de cadastro Novo Usuario

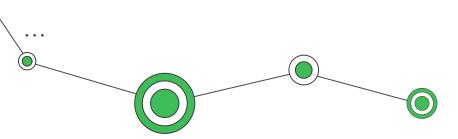






https://docs.google.com/document/d/1C-4vYesNEw0fGePsyCzT3zCmeUhxMnxLHG2tE_Tmfzg/edit?usp=sharing

Projeto no Github: https://github.com/ednaufrn/Player



Obrigado!

Alguma pergunta?

Link para o vídeo de demonstração:

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