

## README

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Embedded Systems 105 Winter 2017

Final Project -- the MP3 Player

Notes:

Workspace/Project is in folder AFINAL.

This file and my presentation slides are in folder A\_WRITEUP.

Mp3 files that I used on the SD card are in folder: "Music files for SD card"

There are two that I used for testing: bach.mp3 and violin.mp3

There is a file "JUNK I WANT TO SAVE" which has some c files that didn't work out.

This is a basic Mp3 player that streams mp3 files from an SD card. I removed the ability to stream data from a .h file, which was how mp3 data was dealt with in Assignment 5.

I don't do file checking, so assume that there are only MP3 files on the card. (I did not test what would happen if there were non-readable files.)

### HOW TO USE THE PLAYER:

Make sure there's an SD card in the slot with at least one MP3 file in the root directory.

Upon startup, the screen draws a green START button, a red STOP button, and the first filename it encounters from the SD card.

After a touch on the START button, the file should start playing. If no STOP is detected, the file will play to the end. A message that the file has finished playing will be displayed.

If a STOP button press is detected during playback, the file will stop playing, and a message that the file has finished playing will be displayed.

The next file name will be displayed with a "Press START" prompt.

To start the next file, push the START button again.

Notes:

Touches on the screen are detected in a polling loop every time the decode time is updated (every 1 second). So you need to hold down your finger for a little bit.