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| Music Host Interface |
| B.Eng (Hons) in Computer and Electronic Engineering  GMIT |
|  |
| **Thomas Flynn** |
| **May, 2016** |

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# 

# Declaration

This project is presented in partial fulfilment of the requirements for the degree of Bachelor of Engineering in Computer & Electronic Engineering at GalwayMayo Institute of Technology. This project is my own work, except where otherwise accredited. Where the work of others has been used or incorporated during this project, this is acknowledged and referenced.

# Acknowledgements

First of all, I would like to thank my classmates. Throughout the past few years they have assisted and encouraged my course work and provided some invaluable feedback on this project. Developing a project with a completely personal scope can result in some disorientation and uncertainty of progress and evaluation. I could not have completed this without their help and I wish them the best for the future.

I would also like to thank the course lecturers, staff and project supervisors for their guidance and assistance during the course of this project and over the past few years. They have always encouraged creativity in the course and I feel this has motivated me to undertake a project at this scope.

A special thanks to my project supervisor Brian O'Shea for providing me with valuable insight and support throughout the development of this project.

And a final thanks to my close friends and supportive family for all their help, both related and unrelated, to the development of this project and over the duration of my college years.

# Summary

Music has been an important tbf

The foundation of this project was built upon the idea of a tbf

The finished application is the combination of these ideas. The end user is presented

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# 1. Introduction

## 1.1 Project goals

This project ....

## 1.2 Project motivation

My motivation...

## 1.3 About Music Hosting

Music hosting is...

## 1.4 About The Internet of Things

The internet of things...

## 1.5 Report Overview

# 2. Project Plan

## 2.1 Gantt chart

## 2.2 Trello and Time Management

# 3 Block Diagrams



# 4 Flow Charts

## 4.1 JavaFX Flow Chart

## 4.2 Android Flow Chart

## 4.3 Communication Flow Chart

# 5 JavaFX Music Host Graphical User Interface

The workflow for this project was relatively straightforward. Research and Investigation was handled through prototype development. These prototypes then segmented the project into core functionality features and ultimately decided the most efficient method to implement these features into an application. At this stage, the basic requirements for operation were listed so a rational decision could be made for which tools to use to implement the main features. Once the tools had been selected, features were gradually implemented with core functionality features being a priority. As the project deadline approached, the final feature set was completed so the project could reach a "finished" stage.

My mentality for building this project was to avoid any guidelines or set paths, so I could be free to include any functionality I deemed relative to the project at any stage without diverging from a set plan or timescale. This made the entire process much more adaptive and creative allowing for a much more instinctive workflow.

## 5.1 Research and Investigation

The solution for this part of the project was designed to be a software application with a graphical user interface for the music host. From a basic perspective, this solution requires knowledge of a library for a graphical user interface, cloud services for a database as a service and Bluetooth library for a server and how all these elements can be integrated together to provide a working solution.

### 5.1.1 Graphical User Interface API

A graphical user interface or GUI, is a type of [interface](https://en.wikipedia.org/wiki/User_interface) that allows [users](https://en.wikipedia.org/wiki/User_(computing)) to [interact with electronic devices](https://en.wikipedia.org/wiki/Human%E2%80%93computer_interaction) through graphical [icons](https://en.wikipedia.org/wiki/Computer_icon) and visual indicators such as [secondary notation](https://en.wikipedia.org/wiki/Secondary_notation), as opposed to [text-based interfaces](https://en.wikipedia.org/wiki/Text-based_user_interface), typed command labels or text navigation. GUIs were introduced in reaction to the perceived steep [learning curve](https://en.wikipedia.org/wiki/Learning_curve) of [command-line interfaces](https://en.wikipedia.org/wiki/Command-line_interface), which require commands to be typed on the [keyboard](https://en.wikipedia.org/wiki/Computer_keyboard).

ref 1- https://en.wikipedia.org/wiki/Graphical\_user\_interface

### 5.1.2 Cloud Database

A cloud database is a [database](https://en.wikipedia.org/wiki/Database) that typically runs on a [cloud computing](https://en.wikipedia.org/wiki/Cloud_computing) platform. There are two common deployment models: users can run databases on the cloud independently, using a [virtual machine](https://en.wikipedia.org/wiki/Virtual_machine) image, or they can purchase access to a database service, maintained by a cloud database provider. Of the databases available on the cloud, some are [SQL](https://en.wikipedia.org/wiki/SQL)-based and some use a [NoSQL](https://en.wikipedia.org/wiki/NoSQL) data model.

ref 2 - https://en.wikipedia.org/wiki/Cloud\_database

### 5.1.2 Audio Format

MPEG-1 or MPEG-2 Audio Layer III,[[4]](https://en.wikipedia.org/wiki/MP3#cite_note-rfc5219-4) more commonly referred to as MP3, is an [audio coding format](https://en.wikipedia.org/wiki/Audio_coding_format) for [digital audio](https://en.wikipedia.org/wiki/Digital_audio) which uses a form of [lossy data compression](https://en.wikipedia.org/wiki/Lossy_data_compression). It is a common audio format for consumer audio [streaming](https://en.wikipedia.org/wiki/Streaming_media) or storage, as well as a [de facto standard](https://en.wikipedia.org/wiki/De_facto_standard) of digital audio compression for the transfer and playback of music on most [digital audio players](https://en.wikipedia.org/wiki/Digital_audio_player).

The use of lossy compression is designed to greatly reduce the amount of data required to represent the audio recording and still sound like a faithful reproduction of the original uncompressed audio for most listeners. An MP3 file that is created using the setting of 128 [kbit/s](https://en.wikipedia.org/wiki/Kbit/s) will result in a file that is about 1/11 the size of a [CD](https://en.wikipedia.org/wiki/Red_Book_(audio_CD_standard))-quality file.

ref 3- https://en.wikipedia.org/wiki/MP3

### 5.1.3 Bluetooth

Bluetooth is a [wireless](https://en.wikipedia.org/wiki/Wireless) technology standard for exchanging data over short distances (using short-wavelength [UHF](https://en.wikipedia.org/wiki/UHF) [radio waves](https://en.wikipedia.org/wiki/Radio_waves) in the [ISM band](https://en.wikipedia.org/wiki/ISM_band) from 2.4 to 2.485 GHz[[4]](https://en.wikipedia.org/wiki/Bluetooth#cite_note-4)) from fixed and mobile devices, and building [personal area networks](https://en.wikipedia.org/wiki/Personal_area_network) (PANs). Invented by telecom vendor [Ericsson](https://en.wikipedia.org/wiki/Ericsson) in 1994,[[5]](https://en.wikipedia.org/wiki/Bluetooth#cite_note-5) it was originally conceived as a wireless alternative to [RS-232](https://en.wikipedia.org/wiki/RS-232) data cables. It can connect several devices, overcoming problems of synchronization.

ref - https://en.wikipedia.org/wiki/Bluetooth

## 5.2 Requirements

From the research carried out, a number of requirements and dependencies were raised for the project to meet functionality requirements. These requirements were then segmented into 4 core elements.

### 5.2.1 Graphical User Interface

A Graphic User Interface (GUI) should provide the user with feedback regarding their input and the current state of the application. The GUI will be used to provide the user with a source of input for playing the role of the music host while acting as a translator between the inputs received and sound engine functionality. The GUI should also provide enough information and feedback so the user is aware of what actions they can perform and how to play the role of the Music Host.

### 5.2.2 Sound Engine

This is where all the sound generation and manipulation should be handled in the application. The sound engine should be capable of playing mp3 files due to the overwhelming popularity of mp3 files as well as meet all the minimum requirements for playback control.

### 5.2.3 Database as a service

The solution will use a specific form of cloud service known as Database as a service (DBaas)**.** The database will store the collection of Music Host's login credentials as well as their associated song selection. This database will have to be capable of being accessed from anywhere around the world. This will provide Music Host's with the ability play the role of Music Host where ever this software interface is available.

### 5.2.4 Bluetooth Server

The Bluetooth library should provide the necessary API to run a server within the Music Host Application in order to accept connections from Music Host Client's.

### 5.2.4 JSON library

The Music Host's song selection will need to be parsed into a JSON array for sending to the Music Host Client over the Bluetooth network.

## 5.3 Tool Choices

The requirements listed in the previous section are primarily software based problems. The solutions are in the form of software APIs for functionality in the core elements and a thought out solution to link these interfaces together to form the complete application.

### 5.3.1 Microsoft Azure SQL Server

The requirements for the remote database specify that the database be accessible globally and that it is SQL based with sufficient Data Throughput for the accessing and downloading of mp3 files.

**Choice:** *Microsoft SQL Azure*

**Reasons:**

* Extensive online documentation
* Powerful JDBC Driver
* Affordable
* Account Subscription is compatible with student email.

Figure : Microsoft SQL Azure Logo

* Competitive Data Throughput

**Other Notes:**

Microsoft Azure SQL Database is a [cloud based](https://en.wikipedia.org/wiki/Cloud_computing) [service](https://en.wikipedia.org/wiki/Software_as_a_service) from [Microsoft](https://en.wikipedia.org/wiki/Microsoft) offering data-storage capabilities as part of the [Azure Services Platform](https://en.wikipedia.org/wiki/Azure_Services_Platform).

SQL Database uses a special version of [Microsoft SQL Server](https://en.wikipedia.org/wiki/Microsoft_SQL_Server) as its backend. It provides [high availability](https://en.wikipedia.org/wiki/High_availability) by storing multiple copies of databases, [business continuity](https://en.wikipedia.org/wiki/Business_continuity) and [disaster recovery](https://en.wikipedia.org/wiki/Disaster_recovery) with backups and geo-replication, elastic scale and rapid provisioning.

Microsoft Azure SQL Database uses an [XML](https://en.wikipedia.org/wiki/XML)-based format for data transfer. Like [Microsoft SQL Server](https://en.wikipedia.org/wiki/Microsoft_SQL_Server), SQL Database uses [T-SQL](https://en.wikipedia.org/wiki/T-SQL) as the query language and [Tabular Data Stream](https://en.wikipedia.org/wiki/Tabular_Data_Stream) (TDS) as the protocol to access the service over the Internet.

ref - https://en.wikipedia.org/wiki/SQL\_Azure

### 5.3.2 GUI

The requirements for the graphical user interface specify that the API is capable of providing a responsive and intuitive interface for the Music Host.

**Choice:** *JavaFX API*

**Reasons:**

* API is built into the JDK
* Access to primitives
* Extensive Animation API
* Powerful Sound Engine

Figure : JavaFX Logo

**Other Notes:**

JavaFX is a [software platform](https://en.wikipedia.org/wiki/Computing_platform) for creating and delivering [desktop applications](https://en.wikipedia.org/wiki/Application_software), as well as [rich internet applications (RIAs)](https://en.wikipedia.org/wiki/Rich_Internet_application) that can run across a wide variety of devices. JavaFX is intended to replace [Swing](https://en.wikipedia.org/wiki/Swing_(Java)) as the standard [GUI](https://en.wikipedia.org/wiki/Graphical_User_Interface) library for [Java SE](https://en.wikipedia.org/wiki/Java_Platform,_Standard_Edition).

### JavaFX 2.0 and later is implemented as a native Java library, and applications using JavaFX are written in native Java code. JavaFX 1.1 was based on the concept of a "common profile" that is intended to span across all devices supported by JavaFX. This approach makes it possible for developers to use a common programming model while building an application targeted for both desktop and mobile devices and to share much of the code, graphics assets and content between desktop and mobile versions.

ref - https://en.wikipedia.org/wiki/JavaFX

### 5.3.3 Bluetooth Server

The requirements specified for the Bluetooth Server state that the Bluetooth server is capable of running within the Music Host Application.

**Choice:** *bluecove-2.1.1-SNAPSHOT*

**Reasons:**

* C:\year 5\Project presentation\pics\bluecove.pngExtensive online documentation
* Open Source library
* Bluecove Stack implements Service Discovery Protocol
* Interfaces with Microsoft Bluetooth stack

Figure : BlueCove Logo

**Other Notes:**

BlueCove is a JSR-82 implementation on Java Standard Edition (J2SE) on BlueZ Linux, Mac OS X, WIDCOMM, BlueSoleil and Microsoft Bluetooth stack on WinXPsp2 and newer. Originally developed by Intel Research and currently maintained by volunteers.

### 5.4 Foundation

The foundation for the GUI was built on a JFX-MultiScreen example provided by oracle on Github.

ref - https://github.com/acaicedo/JFX-MultiScreen

Taking advantage of the functionality of the MultiScreen example. where the addition and removal Pane Nodes to the scene graph had already acheived. This provided me w

This example code provided the necessary functionality for the *LoginView.fxml* and *MainView.fxml* to be able to be swapped in and out of the scene graph. Business logic for logging in and out was built on this transition feature.

## 5.5 Realisation

With all of the tools selected and basic functionality already acheived, the realisation process begun. The application went through many iterations before reaching the final stage. Features were implemented gradually in different versions starting with core functionality such as the playing and queuing of mp3 files in a local directory.

### 5.5.1 MusicHostFramework

*MusicHostFramework* extends Application, allowing it to run as a JavaFX application. *ScreenID* is used to associate the fxml file specified by *ScreenFile* String in a hashmap stored by the *ScreensController.*

#### start

The main entry point for all JavaFX applications. This method is called after the init method has returned, and after the system is ready for the application to begin running.

Creates a ScreensController object that will store the loginView.fxml and the MainView.fxml nodes. Each of these nodes have a controller associated specified within their respective *.fxml*.

Once the fxml files have been loaded by the *ScreensController* a Group object is created and it's child Node is defined as the *ScreensController StackPane Node*.

A *Scene* object is created to be used on the *Stage*. The *Group Node* which now contains a *StackPane* consisting of the *loginView* and *MainView Pane Nodes* is added to the Scene graph.

Figure tbf Shows the relationship that was previously described between the classes.



Figure: MusicHostFramework UML

### 5.5.2 ScreensController



Figure: ScreenController UML

The ScreensController extends StackPane allowing it to act as a container for Pane Nodes. These Pane Nodes are the *LoginView.fxml* and *MainView.fxml*.

The hashmap *screens* provides the necessary functionality for swapping the nodes by storing a screenID String along with the associated Node.

It also holds the model object which is accessed from both the LoginSceneController and the MainSceneController.

#### loadScreen

This is method is called by the MusicHostFramework within it's start method.

It loads the fxml file specified by the second parameter. Then class casts the controller associated with the fxml to a ControlledScreen interface object. This allows the injection of the *ControlledScreen* to both the *LoginSceneController* and the *MainSceneController*.

Because both Controllers implement the *ControlledScreen* interface they can gain access to common methods and resources such as the *model* object.

#### setScreen

This method tries to display the screen with a predefined name. First it makes sure the screen specified has already been loaded. The if there is more than one screen, the new screen is add second and the current screen is removed. If there isn't any screen being displayed. The new screen is just added to the root.

Figure tbf below shows the relationship that was previously described between all the classes in the application. tbf



Figure: ScreensController UML

### 5.5.1 LoginScreenController



Figure: LoginSceneController Class

The LoginScreenController shares the screenParent property with the MainSceneController. This provides the necessary functionality for access to shared resources held by the model property.

#### initialize

This method is called after all @FXML annotated members have been injected.

It is only called once on the implementing controller when the contents of the *loginView.fxml* file have been completely loaded. This allows the LoginSceneController to perform any necessary post-processing on the content.

An animation is built for the *loginRect* primitive using the *PathTransition* class. This transition is specified to perform an ellipse path that will run indefinitely until told to stop.

#### loginAction

This method calls the login method which starts an asynchronous task that performs the necessary business logic for confirming the credentials that were entered in the *userLogin* and *password* fields.

If the user entered an incorrect password, the loginRect will display red for 2.5 seconds before turning back to blue.

However if the user enters correct credentials then the *loginRect* will display green for 2.5 seconds before stopping the *transition* animation and then calling the *setScreen* method implemented by the *ScreensController*.



Figure: LoginSceneController UML

### 

### 5.5.2 MainSceneController

The MainSceneController is where the primary functionality of this application resides. It's role is to act as the business logic for the MainView.fxml file. It consists of a Media Engine, Business logic for SQL queries and a Bluetooth SDP server.

In order to break the fields down and how they relate to the use cases defined below. I will be describe the essential fields and then the methods that those fields relate to.

The controllers functionality is broken down as follows.

**Use cases:**

1. Init button clicked

2. Add song button clicked

3. Skip button clicked

4. Play/Pause button clicked

5. Logout button clicked

6. Music Host Option buttons Clicked

7. Server button clicked

#### 5.5.2.1 Fields



Figure: MainSceneController Fields

**@FXML**

**Button initbtn**

Use case 1. Init button clicked.

**@FXML**

**Button addbtn**

Use case 2. Add song button clicked.

**@FXML**

**Circle progressBall**

Use case 2. Add song button clicked.

This Circle is used in the add song animation.

**@FXML**

**Button skipButton**

Use case 3. Skip button clicked.

**@FXML**

**Button playButton**

Use case 4. Play/Pause button clicked.

**@FXML**

**Button logOutButton**

Use case 5. Logout button clicked.

**@FXML**

**Button boolRequest**

Use case 6. Music Host Option buttons Clicked.

**@FXML**

**Button boolDJComment**

Use case 6. Music Host Option buttons Clicked.

**@FXML**

**Button boolSkip**

Use case 6. Music Host Option buttons Clicked.

**@FXML**

**Button boolSkip**

Use case 6. Music Host Option buttons Clicked.

**@FXML**

**Button serverButton**

7. Server button clicked

**@FXML**

***ListView queueList***

This graphical Node displays the list of songs that are currently in the queue.

**@FXML**

***ListView selectionList***

This graphical Node displays the list of songs that the currently logged in user has available.

**@FXML**

***ListView dJComments***

This graphical Node displays the list comments that the Music Host has been receiving from the Android Clients.

***FXCollections.observableList SongQueueObservableList***

watches the list of QueueSong objects in the *model.queueList*. It is then binded to the queueList. Any changes in the *model.queueList* will result in a change in the *queueList* graphical Node.

**MediaPlayer currentPlayer**

Used as the primary reference to the currently playing song on the application. The MediaPlayer API has all the necessary functionality for playing and pausing a song.

**MediaPlayer nextPlayer**

This MediaPlayer is used to load the next MediaPlayer that will be played when the currentPlayer has ended or has been skipped by the user.

**MediaView mediaView**

This acts a container for the *currentPlayer*. The *changeListener* associated provides the necessary functionality for stopping and removing the *oldPlayer* and then subsequently playing the *newPlayer*.

**AtomicInteger queueSizeAtomic**

This variable is either decremented or incremented by the queueListener.

**ListChangeListener queueListener**

This listens for a *QueueSong* to be added or removed from the *SongQueueObservableList* and then calls either *songAddedFileIOFunc* or *songRemovedFileIOFunc* respectively.

**byte[] nextPlayerBytes**

Stores the bytes necessary for creating an mp3 file for the *nextPlayer.*

**ExecturoService exectorService1**

Runs the wait for connection thread for the Bluetooth SDP server.

**ExecutorService clientExecutor**

Runs the ProcessConnectionThread when an Android Client connects.

**ProcessConnectionThread implements Runnable**

Handles the communication protocol between the Android client and the Music Host.

**Boolean[] boolOptionsArray**

Used to store the current state of the Music Host options. The array is transmitted to the Android Client upon connecting to the Music Host in order to inform the Android Client what options are available to them.

**Path addSongPath**

This represents a simple shape and privedes facilities required for basic construction and management of a geometric path. In our case the path is given the element CubicCurveTo which has the specifics of the animation path already defined. The Path is then added to a addSongTransitionPath.

**PathTransition addSongPathTransition**

This Transition creates a path animation that spans its duration. The translation along the path is done by updating the translateX and translateY variables of the *progressBall* Node.

#### 5.5.2.2 Methods

****

Figure: MainSceneController Methods

#### 5.5.2.2.0 Initialize

**initialize**

This method is called after all @FXML annotated members have been injected.

It is only called once on the implementing controller when the contents of the *mainView.fxml* file have been completely loaded. This allows the MainSceneController to perform any necessary post-processing on the content.

The methods listed below are called in order within initialize.

**setGUIOptions**

Initializes all the elements of the boolOptionsArray to false.

Sets all the various Nodes to default values. Sets tooltips for all the buttons which provide additional information to the user as to what the buttons do when the user hovers over the respective button.

**setCellFactoryForListViews**

The selectionView and queueListView have their respective cells configured for the SelectionSong and QueueSong objects.

**addMediaViewPropertyListener**

Adds a ChangeListener to the MediaView.mediaPlayerProperty. This Listener is instructed to stop, dispose and unbind an oldPlayer.

The newPlayer is then set to be the currentPlayer followed by the setCurrentlyPlaying method being called. The currentPlayer starts playing along with the pathTransitionCircle animation.

**addVolumeandTimeSlider Listeners**

**setScreenParent(ScreensController)**

**formatTime**

**buildSongAnimation**

#### 5.5.2.2.1 Init button

**init(Action Event)**

Event fired when the user hits the init button. It sets the button from green to red and then calls addFXObservableListeners followed by calling the initiSongSelection method.

**addFXObservableListeners**

Adds Change listeners for the SongQueueObervableList, ObservableQueueList and the observableDJComments.

These listeners are listening for changes in the model object.

**initSongSelection**

Starts an asynchronous task that uses myController to call model.initSongs method. Once this method returns the selectionView is updated with a list of songs that the currently logged in user has.

#### 5.5.2.2.2 Add Song

**addSongButtonFunc**

**addSongTask**

**songAnimationSetup**

**searchQueueForMatch**

**writeToCurrentPlayer**

**addEndofMediaListener**

**setCurrentlyPlaying**

**addAmITheLastSong**

#### 5.5.2.2.3 Skip Button / Song Ended

**iSkip**

**songRemovedFileIOFunc**

**searchSelectionForMatch**

**cleanUpUnusedFiles**

**writeToNextPlayer**

**buildSongPlayAnimation**

**createEllipsePathForPlayBall**

#### 5.5.2.2.4 Skip Play/Pause button clicked

**iPlay()**

#### 5.5.2.2.5 Logout button clicked

**clearValuesBeforeLoggingOut**

**logout**

5. Logout button clicked

6. Music Host Option buttons Clicked

7. Server button clicked

#### 5.5.2.2.6 Music Host options buttons clicked

**setSkipSongBool**

**setSongRequestBool**

#### 5.5.2.2.6 Server button clicked

**startServer(ActionEvent)**

**startServer**

**stopServer**

****

### 5.6.1 Model

The *Model* class holds the key properties for the *LoginController* and the *MainSceneController*.

tbf

tbf

tbf

sdfsdf

Figure :Model Class

dsf

sdf

sdf

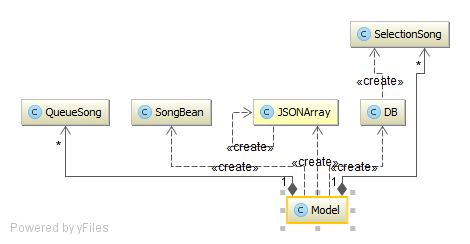
sdf  


Figure :Model UML

### 5.6.2 DB

The DB class holds the connection to the remote database. It obtains it's connection string from the *Ignore* class *getCon()* method.

Figure : Model Class

### 5.6.2 DB

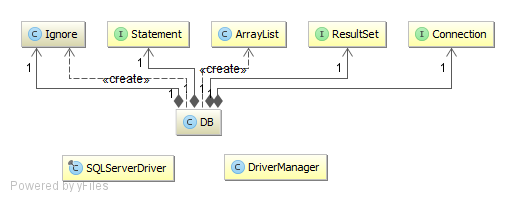


Figure : DB UML

### 5.6.2 HandleFileIO

HandleFileIO tbf

asd

asd

as

das

da

sd

asda

Figure : HandleFileIO class

### 5.6.1 ProcessConnectionThread



Figure : ProcessConnectionThread UML

## 5.7 Operation

This section describes how the application works at run time and how the various functional elements interact with each other.

### 5.7.1 Setup Sequence Diagram



Figure : Setup Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.2 Login Sequence Diagram



Figure : Login Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.3 Initialize Button Sequence Diagram



Figure : Initialize Button Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.4 Add Button Sequence Diagram



Figure : Initialize Button Sequence Diagram

### 5.7.5 Add Song Animation Ended Event Sequence Diagram



Figure : Initialize Button Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

### 5.7.6 Song Added Event Sequence Diagram



Figure : Song Added Event Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

Alt: [QueueSize == 1]

1.1.4.2.2 Assign the newly created MediaPlayer to the *currentPlayer* field.

1.1.4.2.3 Add an end of media listener to the MediaPlayer that just removes itself from the queue once it reaches the end of media.

1.1.4.2.4 Assign the new MediaPlayer to the MediaView triggering an event within the MediaView.

Alt: [QueueSize == 2]

1.1.4.2.5 Assign the newly created MediaPlayer to the *nextPlayer* field.

1.1.4.2.6 Add an end of media listener to the *currentPlayer* that will play the *nextPlayer* when it ends*.*

Alt: [default]

1.1.4.2.7 Return

### 5.7.6 Song Removed/Ended Event Sequence Diagram



Figure : Song Removed/Ended Event Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

Alt: [QueueSize == 1]

1.1.4.2.2 Assign the newly created MediaPlayer to the *currentPlayer* field.

1.1.4.2.3 Add an end of media listener to the MediaPlayer that just removes itself from the queue once it reaches the end of media.

1.1.4.2.4 Assign the new MediaPlayer to the MediaView triggering an event within the MediaView.

Alt: [QueueSize == 2]

1.1.4.2.5 Assign the newly created MediaPlayer to the *nextPlayer* field.

1.1.4.2.6 Add an end of media listener to the *currentPlayer* that will play the *nextPlayer* when it ends*.*

Alt: [default]

1.1.4.2.7 Return

### 5.7.6 Logout Sequence Diagram



Figure : Logout Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.6 Server Button Sequence Diagram



Figure : Logout Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.6 ProcessConnectionThread Sequence Diagram



Figure : Logout Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.6 WhatToDoFunc Options, Song Request, Song Selected Sequence Diagram



Figure : WhatToDoFunc, Options, Song Request, Song Selected Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.6 WhatToDoFunc DJ Comment Sequence Diagram



Figure : WhatToDoFunc DJ Comment Sequence Diagram

1. Handle Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

### 5.7.6 WhatToDoFunc Skip Song Sequence Diagram



Figure : WhatToDoFunc Skip Song Sequence Diagram

Event

1.1 Start asynchronous SongFileIOFunc task

Alt: [QueueSize <= 2]

1.1.1 Acquire the foreign key of the added song.

1.1.2 Call download function

1.1.2.1 Call download function

1.1.2.1.1 Create DB object

1.1.2.1.1. Download the bytes of the added song.

1.1.3 Bytes returned after downloading.

1.1.4 Start Async Future HandleFileIO

1.1.4.1 Create an mp3 file from the downloaded bytes and then construct a MediaPlayer.

1.1.4.2.1. Get Future MediaPlayer

## 5.8 Operation

## 5.8.1 Login View

# C:\year 5\Git\Report\FYP-Report\Report\report lib\slides\Thomas_Flynn_FYP_Presentation\Slide13.PNG

## 5.8.2 Main View

### C:\year 5\Git\Report\FYP-Report\Report\report lib\slides\Thomas_Flynn_FYP_Presentation\Slide14.PNG

## 5.8.3 Use Case - Setup



## 5.8.3 Use Case - Song Added



## 5.8.3 Use Case - Song Skipped / Song Ended

****

## 5.8.3 Use Case - Play / Pause

****

# 6 Android Music Host Client

The workflow for this project was relatively straightforward. Research and Investigation was handled through prototype development. These prototypes then segmented the project into core functionality features and ultimately decided the most efficient metho tbf

## 6.1 Research and Investigation

tbf

### 6.1.1 Graphical User Interface API

tbf

### 6.1.2 Cloud Services

Cloud services are tbf.

AWT and Google Cloud are tbf..

### 6.1.3 Bluetooth

Bluetooth has been around since tbf. It operates using frequency hopping spread dspectrum technique at 2.14 GHZ. tbf

## 6.2 Requirements

From the features defined, a number of requirements and dependencies were raised for the project to meet functionality requirements. These requirements were then segmented into 3 core feature elements. tbf

### 6.2.1 Graphical User Interface

Microsoft JDBC 4.0 is the minimum driver version required in order to make a connection to a Microsoft Azure SQL Server. tbf

### 6.2.2 Sound Engine

The sound engine should be capable of playing mp3 files. tbf

### 6.2.3 Database as a service

The remote database...tbf

### 6.2.4 Bluetooth Server

The Bluetooth library should provide the necessary API to run a server.

### 6.4 Foundation

The foundation for the GUI was built on tbf@github example. Taking advantage of the functionality already implemented in the scene switching feature. The example has the ability to add and remove Pane Nodes to the scene graph.

This provided the necessary functionality for the *LoginView.fxml* and *MainView.fxml* to be able to fade in and out. Business logic for logging in and out was built on this transition feature.

### 6.4.1 Foundational Architecture

Figure 1 shows tbf

Figure : Foundational Architecture Design

## 6.5 Realisation

With all of the tools selected and a basic architectural layout designed, the realisation process begun. The application went through much iteration before reaching the final stage. Features were implemented gradually in different versions[[1]](#endnote-2) starting with core functionality such as motion tracking and audio file playback.

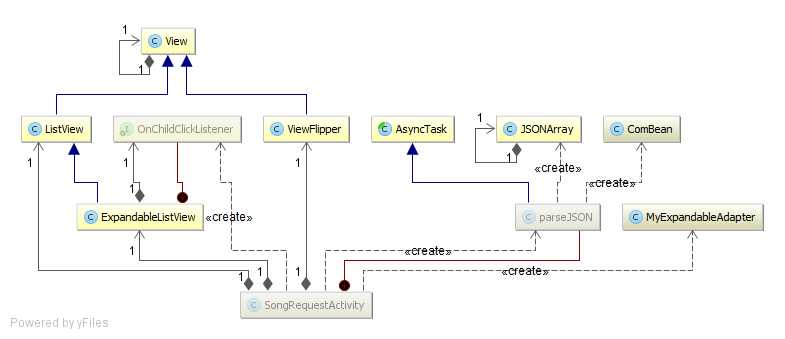
### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



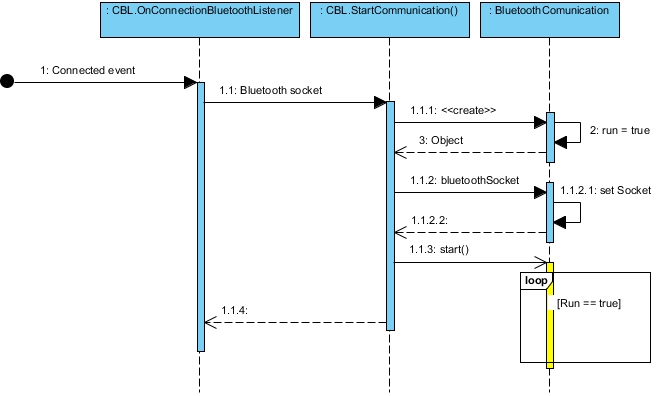
### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



### 6.5.1 Music Host Client Architecture



## 6.7.1 Use Case - Open App



## 6.7.2 Use Case - Search For Music Host (Bluetooth)



## 6.7.3 Use Case - Connected



## 6.7.4 Use Case - Song Request



## 6.7.5 Use Case - Song Accepted / Not Accepted



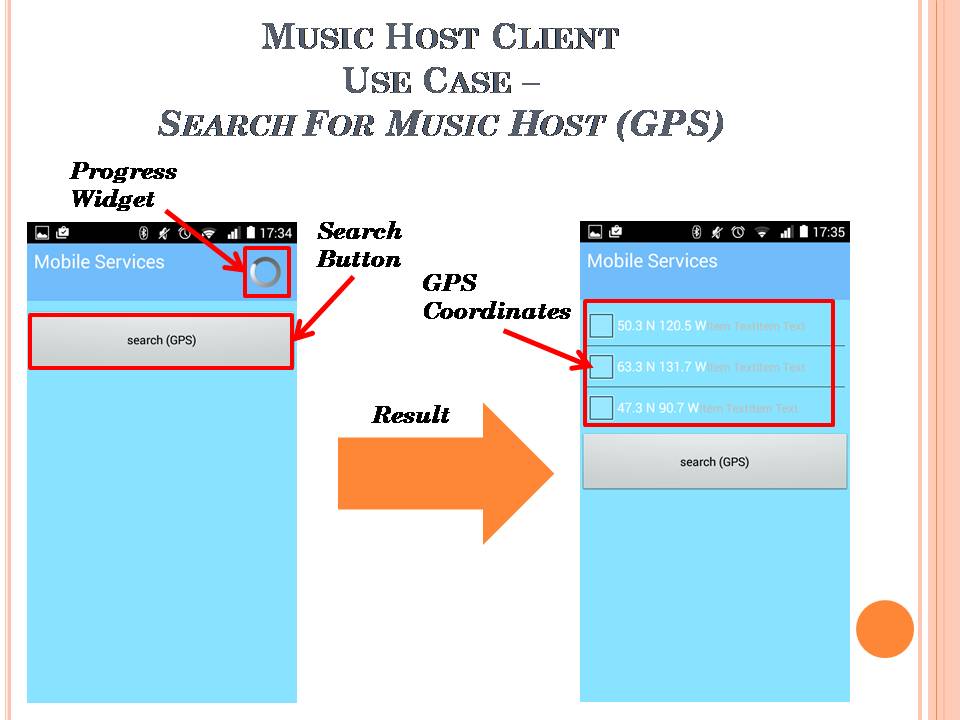
## 6.7.6 Use Case - DJ Comment



## 6.7.7 Use Case - Skip Song



## 6.7.4 Use Case - Search For Music Host (GPS)



1. Github Version Commits: github.com/freshfunkee/KinectMusicController/commits/master [↑](#endnote-ref-2)