**Melodify - Course Project Assignment**

**Overview**

Melodify is a music player application designed to provide users with a seamless and intuitive music playback experience. The application is being developed as part of the course project, and its purpose is to demonstrate the implementation of object-oriented programming concepts, including inheritance, encapsulation, polymorphism, and the use of different access modifiers.

The Melodify music player will provide users with a number of features and functionalities, including the ability to add, remove, and organize music files into albums and playlists. Users will be able to control playback using a variety of player controls, including play, pause, skip, and repeat functions. The application will also include a user-friendly interface for navigating the music library and controlling playback.

**Functional Requirements**

1. Music Library

* Allow users to add, remove, and organize music files into albums and playlists.
* Provide the ability to search for specific songs or albums within the library.
* Allow users to edit song information such as title, artist, album, genre, and file path.

1. Player Controls

* Allow users to play, pause, skip, and repeat songs.
* Provide options to adjust volume and shuffle playback.
* Display song information such as title, artist, album, and duration.

1. User Interface

* Provide a user-friendly interface for navigating the music library and controlling playback.
* Display albums, playlists and relevant information for each song.

**Technical Requirements**

1. Programming language: C#
2. Frameworks: .NET Framework
3. Libraries: Windows Forms and other
4. Development environment: Visual Studio IDE
5. Other tools: Git for version control, NuGet for package management

The project will be uploaded in GitHub.