Project Report: Music Player Application

1. Introduction

The Music Player Application is an Android-based mobile application developed using Android Studio. The purpose of this app is to allow users to play, pause, and manage audio files stored on their mobile devices. Music applications are an essential part of modern smartphones, providing entertainment and relaxation. This project focuses on creating a simple, user-friendly, and efficient music player with basic playback features.

2. Objectives

The main objectives of this project are:

- To develop a functional music player application for Android devices
- To provide users with easy access to their audio files
- To implement basic music playback controls such as play, pause, next, and previous
- To understand the use of Android components like Activities, Services, and MediaPlayer
- To gain hands-on experience with Android Studio and mobile application development

3. Scope

The scope of the Music Player Application includes:

Playing audio files available on the user's device

Displaying a list of songs

Providing basic playback controls

Simple and interactive user interface

Compatibility with Android smartphones

Future enhancements may include:

Playlist creation

Background music play

Equalizer support

Online music streaming

4. Tools Used

The following tools and technologies were used in the development of this project:

- Android Studio – Integrated Development Environment (IDE)
- Java / Kotlin – Programming language for app development
- XML – For designing the user interface
- Android SDK – Software Development Kit for Android
- MediaPlayer API – For audio playback functionality
- Gradle – Build automation tool