

Figure 9 describes graphically all the possible actions the application's user might perform beginning in the main screen once the program is started. As can be seen, almost all of the actions lead to playing a song, the exception being the opening of the menu followed by scanning the SD card. It is important to note that currently, the menu can only be brought up in the application's main activity, though this will be changed in the future. Moreover, it is also important to state that without first scanning for .flac files on the SD card, it will not be possible to select music by artist, album or genre – this data requires the metadata of songs to be extracted and the tracks then to be sorted, all of which is done when the user performs the "Scan SD card" action.

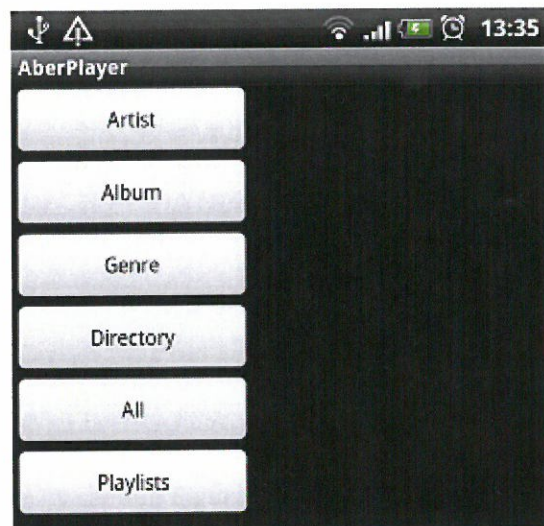


Fig. 10. Screenshot of the application's first Activity.

Figure 10 shows a partial screenshot of the first Activity which appears on the screen once the application is started. The buttons visible here are provided by the application; additionally, the Menu button provided by the device might also be used to summon a menu with an additional option, as seen in Figure 11:

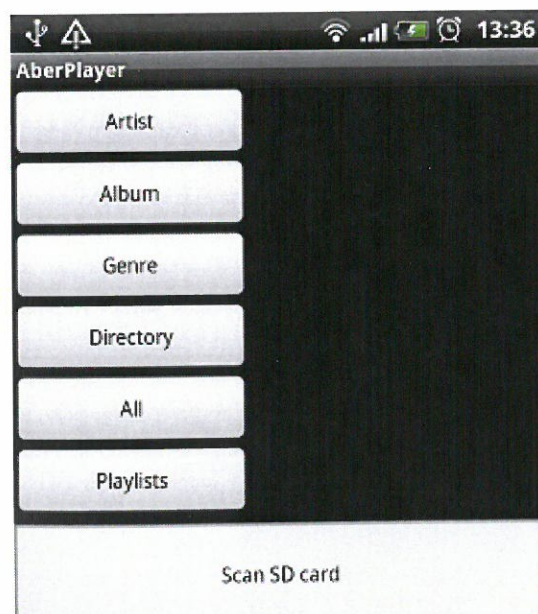


Fig. 11. Screenshot of the application's first Activity with menu invoked.

The point of the menu option show here is, in my opinion, self-explanatory. It is worth mentioning, though, that scanning the SD card may take several minutes, depending on the amount of FLAC music files existing there.