6 Evaluation

This chapter will explain in detail if the project is considered to be a success or a failure. A list of features will be included with short descriptions as to whether they were implemented fully, partially or not implemented at all, along with reasons for the latter two. Furthermore, a short evaluation of the chosen development lifecycle and design plan will be added, along with a hindsight on the design decisions made. Moreover, this chapter will also provide an analysis on what the known bugs are, what are the areas in which the application could be improved and what would be done differently had the opportunity to create the same program "from scratch" been given to the author. Finally, it will also look at what was learnt during the time spent working on this application and a personal evaluation from the project's author, and will be closed with a short summary of the whole project.

6.1 Assessment of the Primary and Secondary Objectives

This section contains a list of the objectives my application intended to accomplish, both primary and secondary; each of those will be commented as to what extent it has been implemented and how well it works.

Primary objectives:

- *The application should be able to play FLAC files and retrieve the data from a file's meta-tags.*
  The music player plays FLAC files correctly, with almost no pause between selecting the song to be played and hearing the speaker (or headphone) output. Extracting textual data such as the artist's name or album's title from .flac files also works correctly; the only problem still persisting is the retrieval of the album art from meta-tags as it does not work at all. Currently, as a substitute, the program uses .jpg files with album covers located in directories containing albums.

- *The application should provide a means for the user to start, pause, stop, rewind and fast forward a song as well as a seek bar to enable moving back and forth through a song.*
  The user is presented with buttons which can effectively pause, start, stop, rewind and fast forward a song. The implementation of the seek bar failed and will have to be developed in the future – the bar visible in the application is only a progress bar and serves as means of indicating the progress made by the user while listening to the song.

- *It should enable its user to select a song to be played from lists of songs sorted by directories, artists, albums and genres.*
  The application enables its user to select a song by directory, which can be done immediately after the program is started, and by artists, albums and genres, which requires scanning all song on the SD card – this is completely unavoidable, however it requires much less time than in case of other applications available on Google Play.

- *The currently played song should not pause when the application is minimised; a notification in the menu bar should also be displayed when a song is being played.*
  The application does not pause when minimised – only when it is explicitly stopped by the user pressing the Stop (or Pause) button. The notification in the