1.7   Secondary Objectives

Additionally, if there is a sufficient amount of time left before the hand-in date for the project, the application may be made to fulfil one or more of these secondary requirements:

- The application should be able to play other music files in the most popular formats, e.g. MP3.
- The music player should have options to both play a random track and loop playing the current playlist.
- The application should enable its user to access it through a widget.
- It should provide the user with a music equalizer.
- A possibility of displaying the lyrics of the currently playing song should be presented.
- A means of creating and changing the application's graphical design ('skin') should be given to its users.
- A feature for shaking the device in order to jump to the next music track should also be included.

These secondary requirements are not essential for a music player, they would however add more 'flavour' to it and improve the users' satisfaction from using the application. They would mostly make it more advanced and easier to use, for example the "access through a widget" feature means that no more than a short slide with a finger and a quick tap on the screen would be needed to start playing a song; displaying a song's lyrics could possibly eliminate the need to search for them online – again a slide on the screen instead of starting up another application.

1.8   The Application's Input and Output

The player's input will be the data contained in the Music folder of the SD cards mounted in the handheld device running the Android OS – namely the .flac (and possibly other extensions such as .mp3) files and also the .jpg files with the album cover arts.

The output of the program will be a music track heard from the device's speakers or the headphones/earplugs connected to it as well as the data about the currently played song which will be displayed on the screen: the artist's name, album's title, song title, release year and cover art. If there is ample time to work on the secondary objectives, it is possible that lyrics for the currently played song will also be displayed on the screen.

1.9   The Application's Limitations and Success Evaluation

The application created for this project will have a couple of limitations as it is not intended to be a "jack of all trades, master of none". First of all, it will not have any possibility of playing video files of any kind, nor will it provide its users with any means of editing their music files, nor their files' meta-data, such as filling in the missing data after it has been found on the Internet. This application is only intended to contain features listed above and no other.

In order to evaluate the success of this piece of software, several points will have to be taken into consideration. The most important and self-explanatory one is to check if the program is actually able to play a .flac format file. If that is accomplished, the responsiveness and performance of the application will have to be judged. What is more,