

AUDIO MEDIA PLAYER

DATA STRUCTURES AND ALGORITHMS

(CSE2003)

PROJECT

By,

Shantanu Mahale

17BCE1161

SLOT: E1

NAME OF THE FACULTY

S. Graceline Jasmine

(SCSE)



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INTRODUCTION

Often people have problems and difficulties in searching or finding out the song or a set of songs according to their choices and preferences in conventional media players. The work of searching a particular song or particular type of songs can be stressful and exhausting. So, the project mainly aims to minimise the efforts of the users by the implementation of appropriate data structures and algorithms for searching and filtering purpose. Hence, this project is mainly based on the file handling which can be very useful in such types of situations, as well as in other similar applications.

The audio media player created, consists of the following features:

- Filtering out the songs according to:
 - Language
 - Genre
 - Album
- Obtaining the details of each song
- Performing basic media functions:
 - Play
 - Stop
- Displaying all the recently played songs (Here 'recently played songs' are referred to all the songs played within the single application runtime; the recently played songs of previous run are not saved)
- Displaying the moment of time, the application is started (So, you can see the time in the application window and the actual time to figure out how much time you spent on it)
- Besides, it has list of all the songs displayed alphabetically on the right side of the application window. (So, if you want to play a song or get details of that particular song you can find it here and type the correct spelling so as to get a correct output)

APPLICATIONS AND PLATFORMS REQUIRED:

1. Platform for coding: Python
2. Platform for building a database of songs and details of each song: Microsoft Excel Sheet
3. Setups imported in python shell:
 - a. Tkinter: Used for creating GUI windows
 - b. Pygame: Used for playing .ogg music files
4. Audio file converter: To convert .mp3 files to .ogg (Since all the songs we had were in mp3 format and pygame doesn't support mp3)

HOW WAS THE APPLICATION BUILT?

1. All the songs are obtained in .ogg format and stored in a particular folder.
2. An excel sheet is created where the details of all the songs are stored. (NOTE: The .ogg file name of the song must be same as entered in the excel sheet)
3. The code is built on Python, where the GUI code is also written.
4. This GUI part of the code has created the GUI window, displayed the title, time, specified the space to type a song name, language, genre or album as input and the radio buttons to give the appropriate output.
5. Input given in the GUI windows is taken and verified with the data in the excel sheet.
6. The excel sheet is accessed by the code with the help of file handling concept.
7. The input is verified from the excel sheet and appropriate output is obtained.
8. To sort a song according to the language, input in the language section. Same is the case with album and genre. Any two of them or all the three inputs can also be given and output is obtained as desired.
9. To know the details of a song, type the name of the song in the space provided and click on the 'Song details' button. If you want to play the song click on the 'Play' button; and 'Stop' for stopping the song which is currently being played.

10. To view all the recently viewed songs (all the songs played since the application is started) according to the order in which they were played, click on the 'Recently played' button. (The song played latest will be on the top, while the song played for the first time will be displayed at the last). Here, the concept of stack is used.

This is how the application window looks like:



ALGORITHM

Algorithm for sorting:

Here, the worst case for sorting is considered. The worst case is when all the three parameters (language, genre and album) are given as an input.

The algorithm is as follows:

```
Else if(Lang.get()!=" and Genre.get()!=" and Album.get()!="):           1
    for i in range(0,70):                                               1
        if(lang1[i]==Lang.get()):                                       n (=70)
            genre2.append(genre1[i])                                     n
            lang2.append(lang1[i])                                       n
            name2.append(name1[i])                                       n
            album2.append(album1[i])                                     n
            comp2.append(comp1[i])                                       n
            e+=1                                                         n
        for i in range(0,e):                                           n (worst case: e=n)
            if(genre2[i]==Genre.get()):                                   n
                genre3.append(genre2[i])                                 n
                lang3.append(lang2[i])                                   n
                name3.append(name2[i])                                   n
                album3.append(album2[i])                                 n
                comp3.append(comp2[i])                                   n
                q=q+1                                                    n
            for i in range(0,q):                                         n (worst case: q=n)
                if(album3[i]==Album.get()):                             n
                    genre4.append(genre3[i])                           n
                    lang4.append(lang3[i])                             n
                    name4.append(name3[i])                             n
                    album4.append(album3[i])                           n
                    comp4.append(comp3[i])                             n
                    g=g+1;                                              n
            for i in range(0,g):                                         n (worst case: g=n)
                print('\n')                                             n
                print('        Song : ' + name4[i])                    n
                print('        Language : ' + lang4[i])                 n
                print('        Genre : ' + genre4[i])                  n
                print('        Album : ' + album4[i])                  n
                print('Composers/Singers : ' + comp4[i])               n
            print('*****')                                             1
```

if(g==0):	1
print("Data not available")	1
print("*****")	1

Time Complexity: O(n)

Algorithm for 'Song Details':

t=0	1
while name1[t] != song_name.get():	1
if(t==69):	n (=70)
print('Data not available')	n
print("*****")	n
return	n
else:	n
t=t+1	n
print(' Song : ' + name1[t])	1
print(' Language : ' + lang1[t])	1
print(' Genre : ' + genre1[t])	1
print(' Album : ' + album1[t])	1
print('Composers/Singers : ' + compl[t])	1
print("*****")	1

Time Complexity: O(n)

Algorithm for 'Play':

The algorithm for 'play' is same as that of 'Song Details'.

t=0	1
while name1[t] != song_name.get():	1
if(t==70):	n (=70)
print('Data not available')	n
print("*****")	n
return	n
else:	n
t=t+1	n
print("Playing.....")	1
print(' Song : ' + name1[t])	1
print(' Album : ' + album1[t])	1

print('Composers/Singers : ' + comp1[t])	1
l="F:\College\DSA\dsa project"	1
l=l+'/'+song_name.get()+'ogg'	1
mixer.init()	1
mixer.music.load(l)	1
mixer.music.play()	1
s.push(name1[t])	1

Time Complexity: O(n)

Algorithm for 'Stop':

print('Stopped.....')	1
print('*****')	1
mixer.music.stop()	1

Time Complexity: O(1)

Algorithm for 'Recently Played':

while s.size()!=0:	1
print(s.pop())	n (if n songs are played)

Time Complexity: O(n)

Algorithm for printing th list on the right side:

mylist=Listbox(root,yscrollcommand=scroll.set)	1
for x in bb:	1
mylist.insert(END,x)	n (length of list)

Time Complexity: O(n)

Algorithm for file handling:

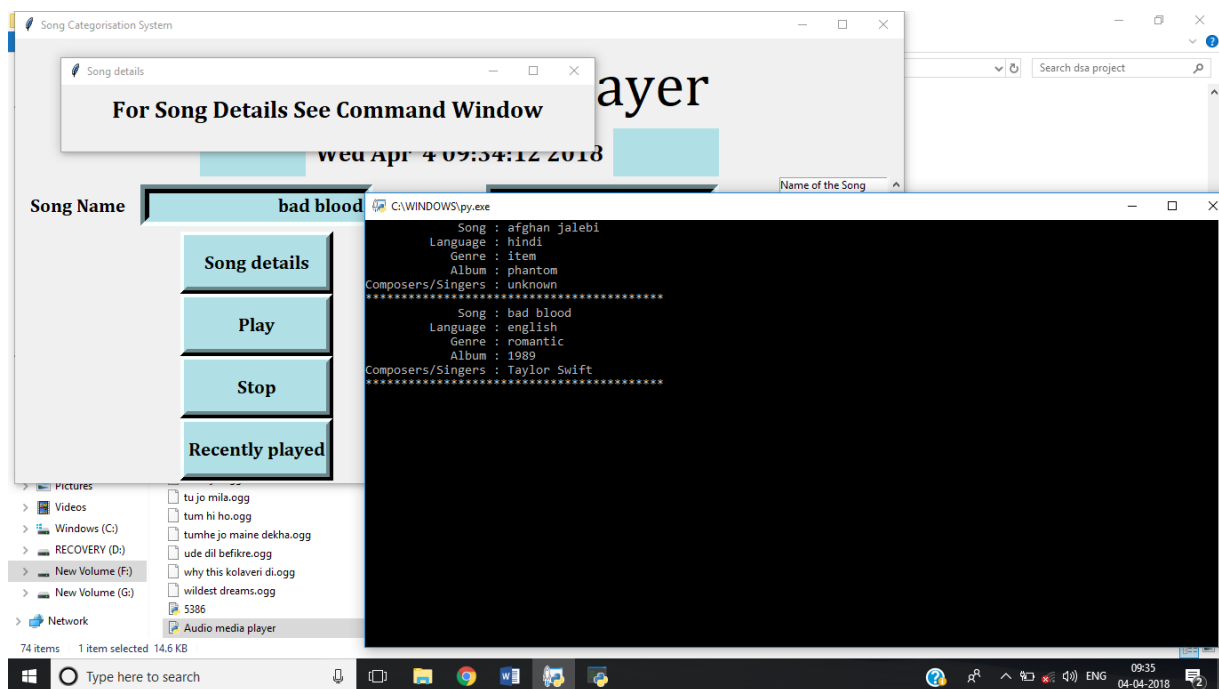
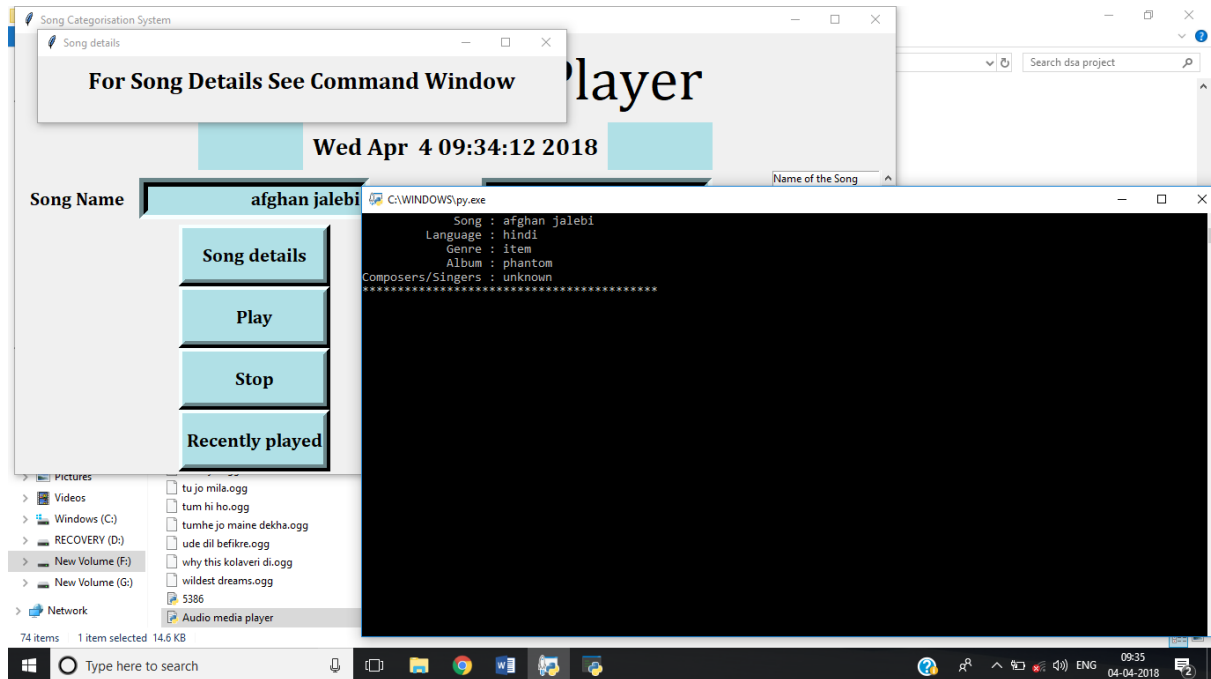
name1 = []; lang1 = []; genre1 = []; album1 = []; comp1 = [];	5
bb = [];	1
i = 0; j = 0	2
with open("F:\College\DSA\dsa project\Book1.csv",'r') as file:	1
reader = csv.reader(file)	1

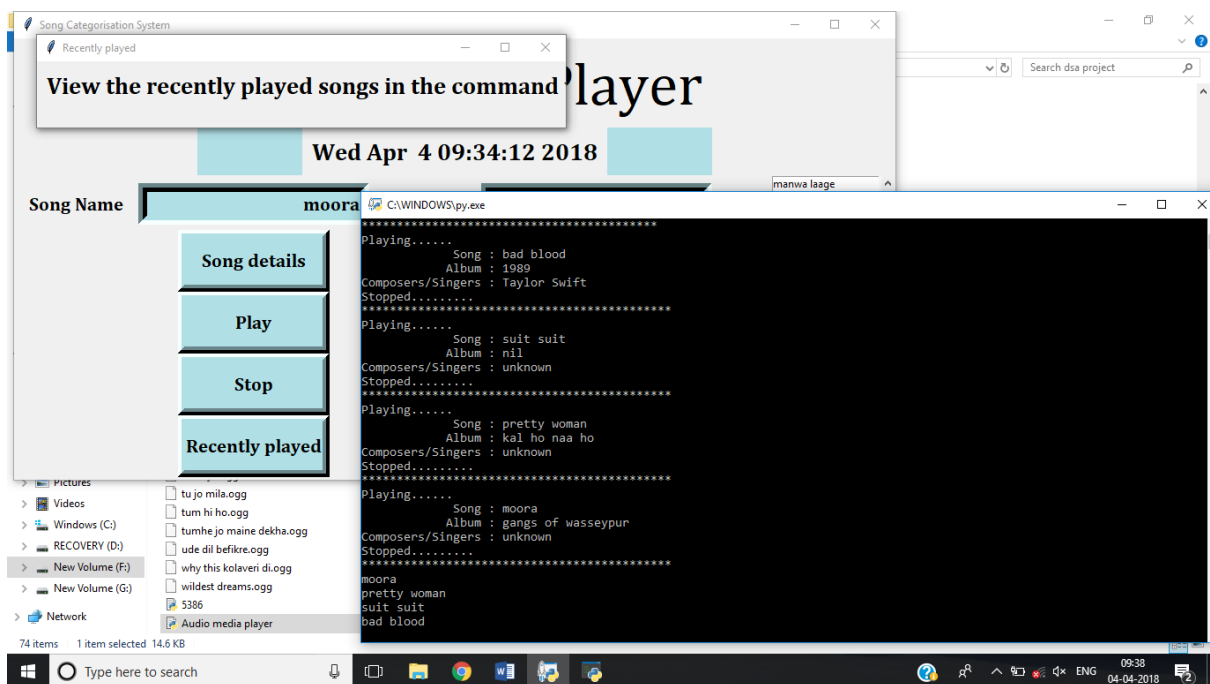
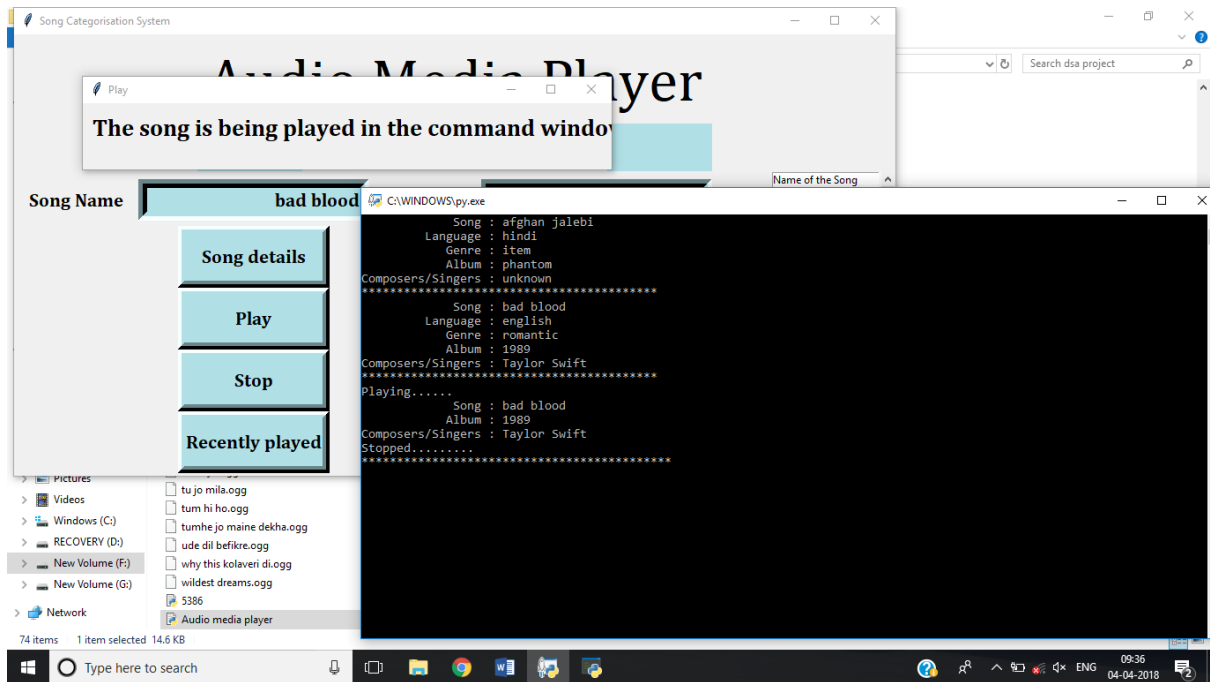
for line in reader:	1
album1.append(line[3])	n (if line[3] of the file has n elements)
lang1.append(line[1])	n (if line[1] of the file has n elements)
name1.append(line[0])	n (if line[0] of the file has n elements)
bb.append(line[0])	n (if line[0] of the file has n elements)
genre1.append(line[2])	n (if line[2] of the file has n elements)
comp1.append(line[4])	n (if line[4] of the file has n elements)
i+=1	n

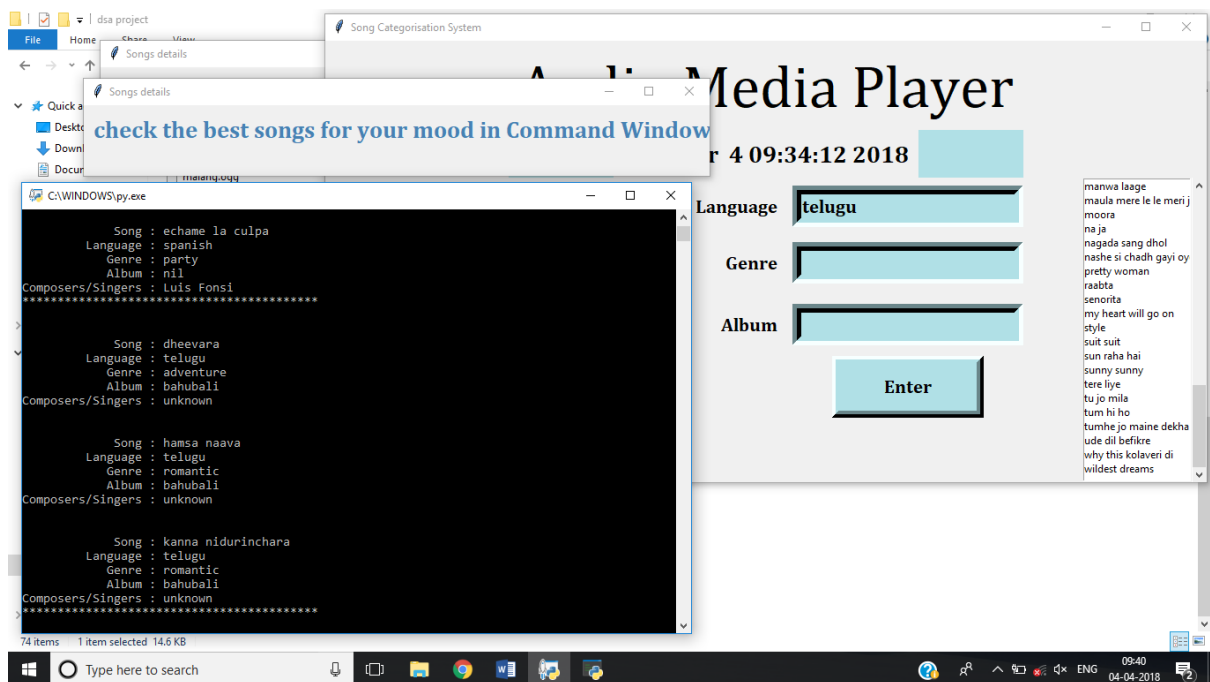
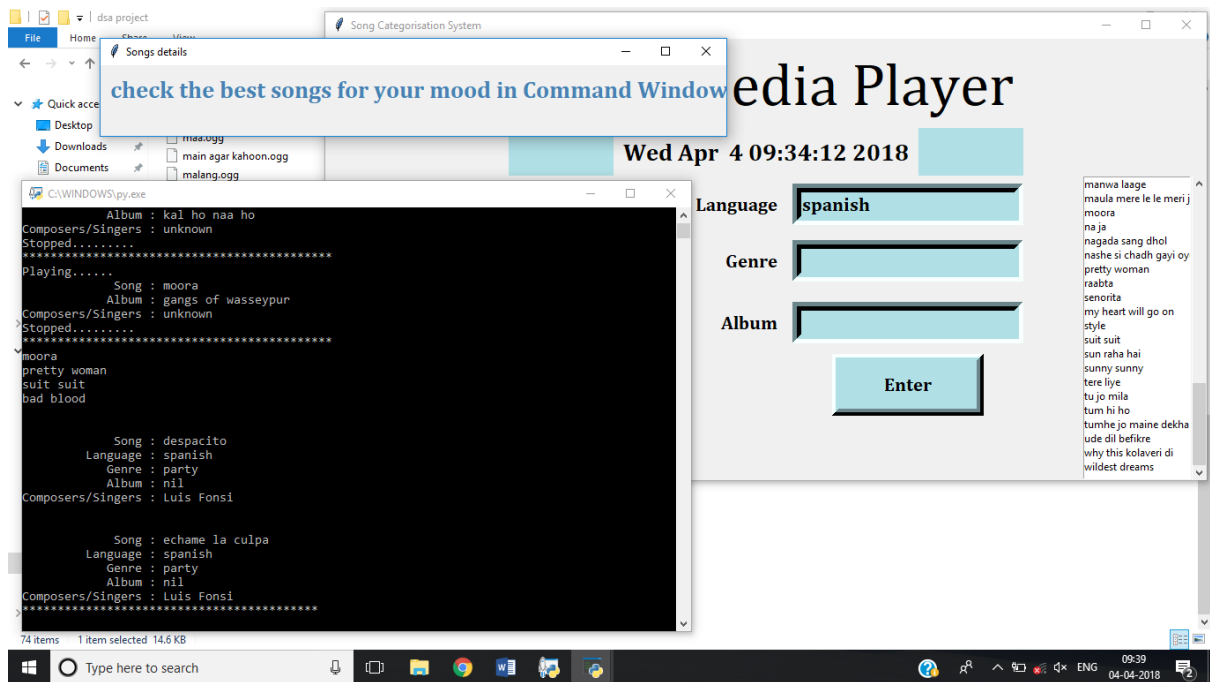
Since, the data is present for each song all the lines in the .csv file will have n details if n songs are present.

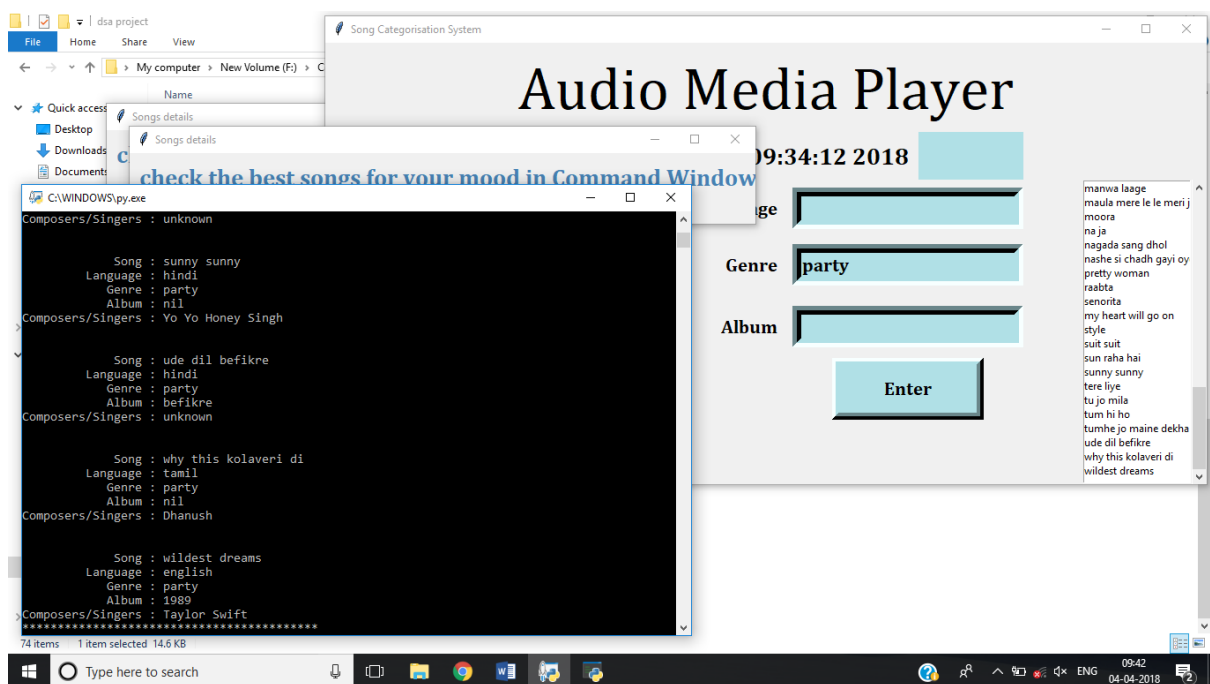
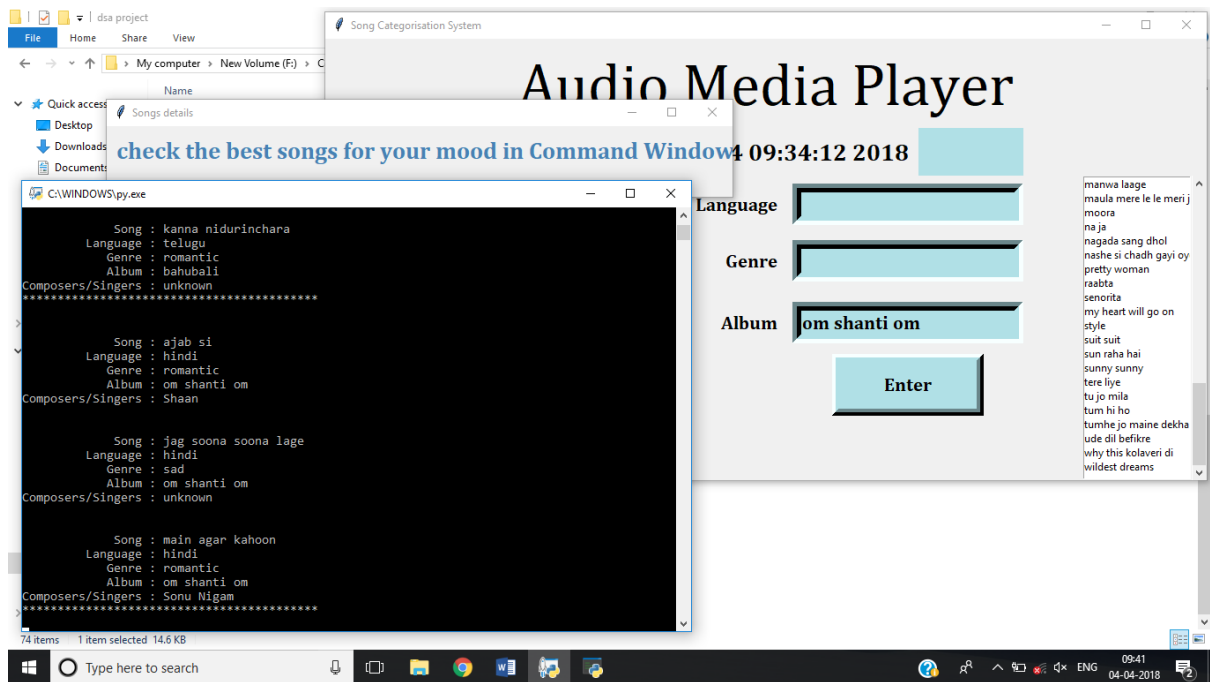
Time Complexity: $O(n)$

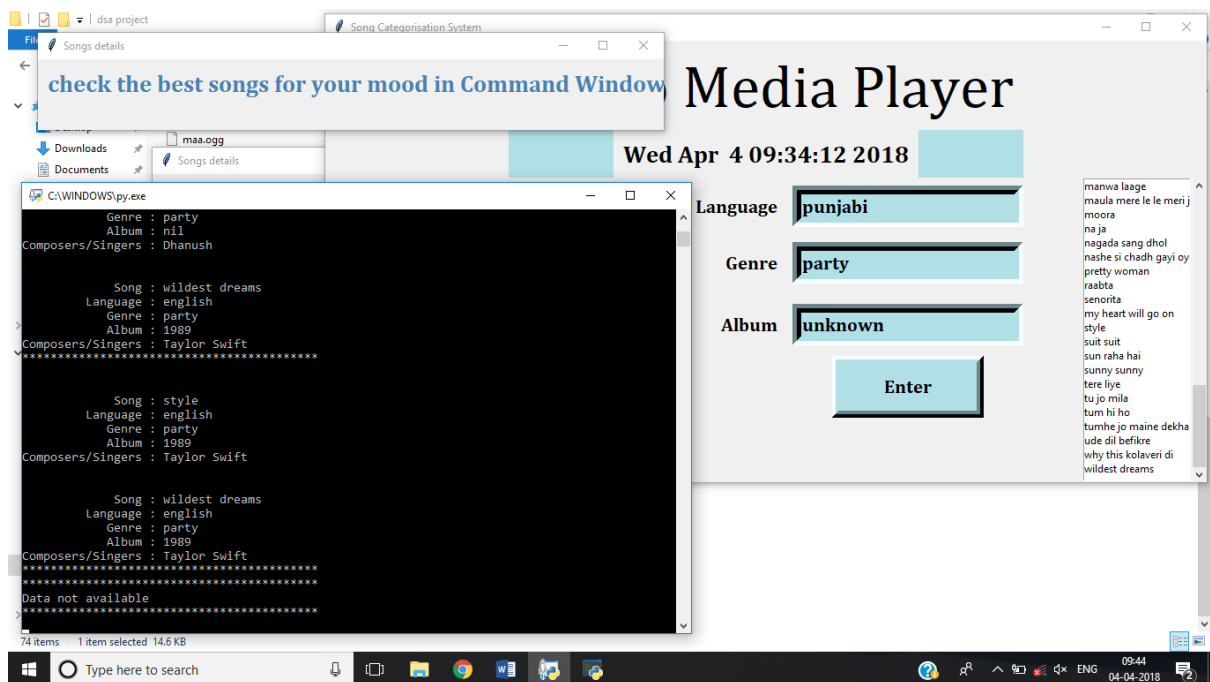
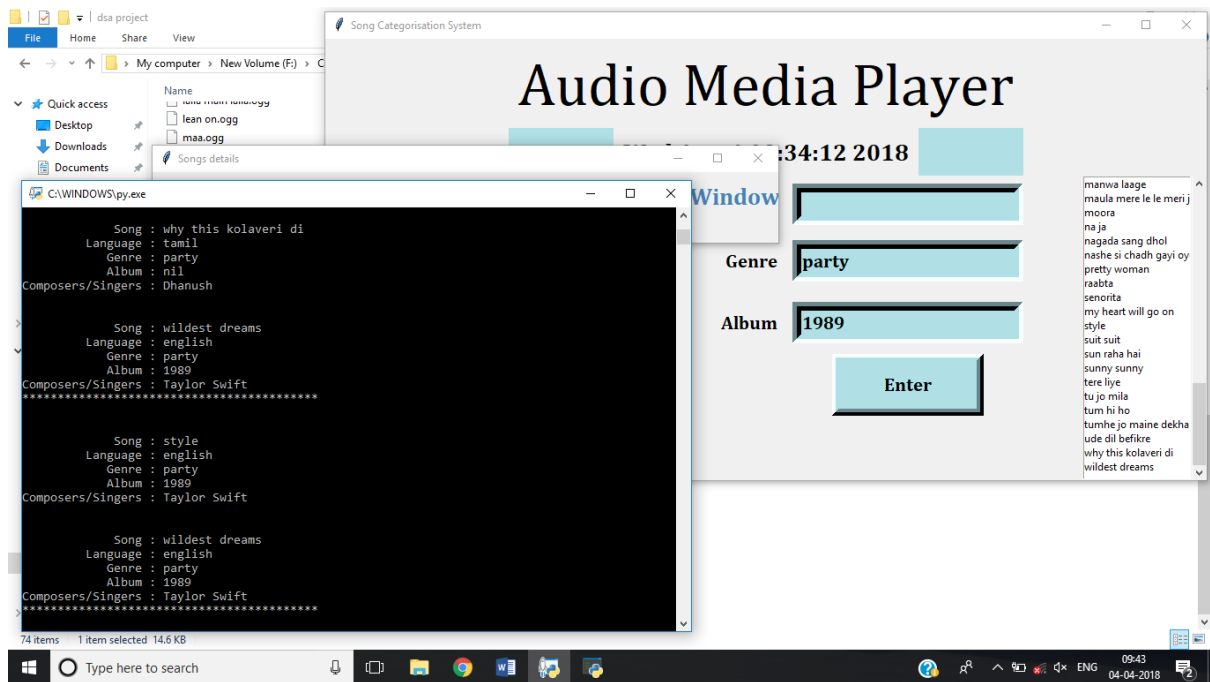
OUTPUT:

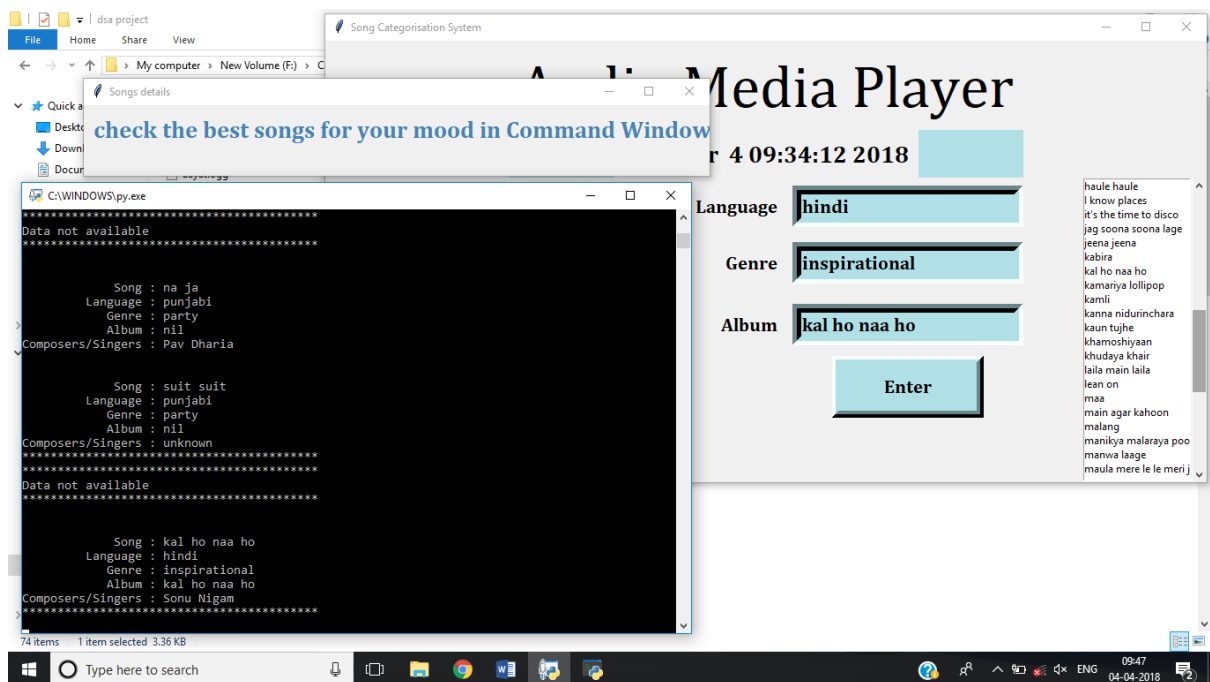
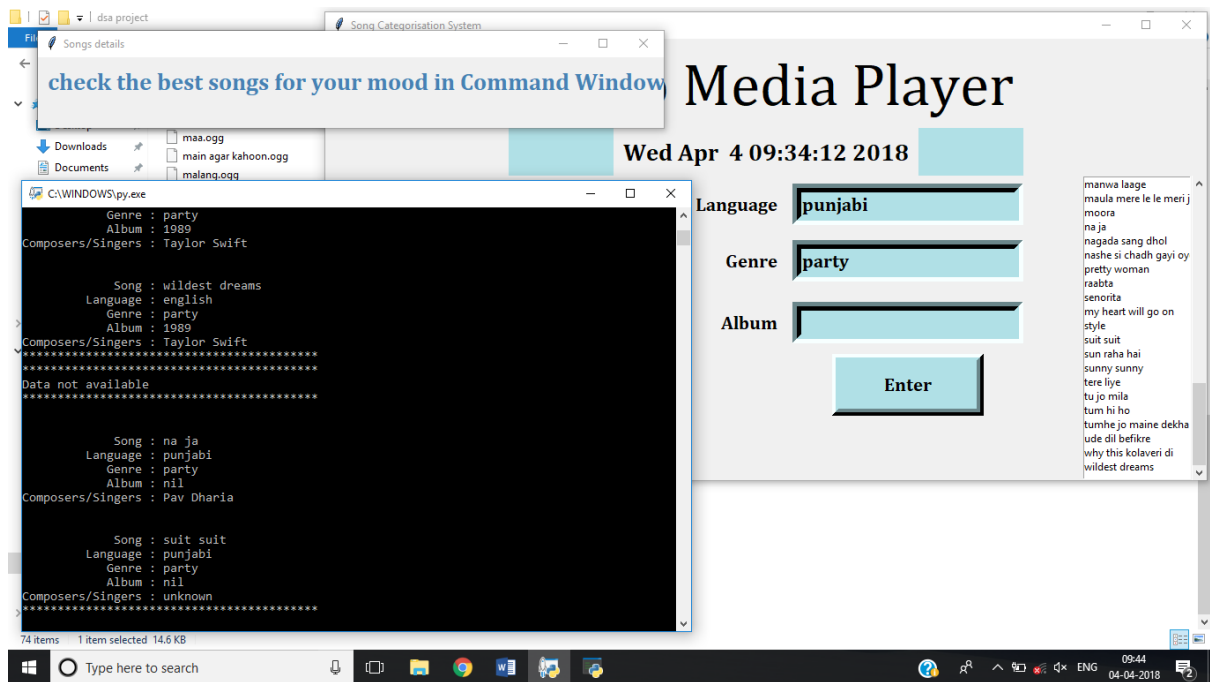












LEARNING OUTCOME:

The learning outcomes of this project are as follows:

- Thorough understanding the core of the subject.
- Extensive use of data structures and algorithms and their significance in improving the quality of digital applications.
- Introduction to a new concept of GUI by using python and its implementation.
- Also learning a new way, how to play a media file using python.
- Implementing file handling concept for storing and accessing the song details.

FURTHER DEVELOPMENT:

- An idea has been generated through this project, which is, to create a more efficient music player application which is better than the existing ones.
- This can be done by connecting the code with different websites on the internet. Then, the user can search any song irrespective of its presence in the database.
- The cloud computing concept can be used in a way to access any song, which will further eliminate the need of having a database.
- Custom genres for the songs can also be implemented.
- The same application can be built for other media such as movies, TV shows and much more.