# MINI PROJECT II

**2020-21**

# "Song Playlist Web Application"

## Synopsis


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# Acknowledgement

In the present world of competition there is a race of existence in which those are having will to come forward succeed. Project is like a bridge between theoretical and practical working. With this willing we joined this particular project. First of all, we would like to thank the supreme power the Almighty God who is obviously the one has always guided me to work on the right path of life. Without his grace this project could not become a reality. Next to him are my parents, whom we are greatly indebted for me brought up with love and encouragement to this stage. We are feeling oblige in taking the opportunity to sincerely thanks to **Ms. Priya Agarwal**. At last, but not the least We are thankful to all my teachers and friends who have been always helping and encouraging me throughout the year. We have no valuable words to express my thanks, but my heart is still full of the favours received from every person.

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# Abstract

As we know, the present world is using advanced 4G and 5G technology, so it is easy to spend our free time by watching movies, playing indoor and outdoor games expenses and we can spend time on our hobbies but listening music is different one.

Recent studies confirm that humans respond and react to music and that music has a high impact on person's brain activity. An average person listens up to four hours of music every day . People tend to listen to music based on their mood and interests. This project focuses on creating a web application to suggest songs for user based on their mood. Once the mood is recognized, the system suggests a play-list for that mood, saving a lot of time for a user over selecting and playing songs manually.

# Introduction

Music is an important entertainment medium. With advancement of technology, the optimization of manual work has gained a lot of attention. Currently, there are many traditional music players that require songs to be manually selected and organized. User, have to create and update play-list for each mood, which is time consuming. Some of the music players have advanced features like providing lyrics and recommending similar songs based on the singer or genre. Although some of these features are enjoyable for user, there is room to improve in the field of automation when it comes to music players. Selecting songs automatically and organizing these based on the user's mood gives user's a better experience. This can be accomplished through the system reacting to the user's emotion, saving time that would have been spent entering information manually.

In this project, emotions can be expressed through selecting an emoji. For the system to understand a user's mood, we use emojis depicting different facial expressions and then music player plays its role.

# Objective

This project aims to create a Song playlist web application in which a song is played according to user's mood.

# Problem Statement

Music listeners have tough time creating and segregating the play-list manually when they have hundreds of songs. It is also difficult to keep track of all the songs: sometimes songs that are added and never used, wasting a lot of device memory and forcing the user to find and delete songs manually. Users also have difficulty to re-organize and playing music when play-style varies. Users have to manually change or update each song in their play-list every time. The sequence of songs in a play-list might not be the same every time, and songs that a user wants to listen frequently might not be given priority or might be left out from the list. Currently, there are no applications that allows users to play songs on-the-go without selecting songs manually or from a play-list.

# Software/Hardware Requirements

## Hardware:

A PC or Laptop having Processor intel core 3 or above RAM 8.0 GB or above Hard Disk Drive 500 GB or above

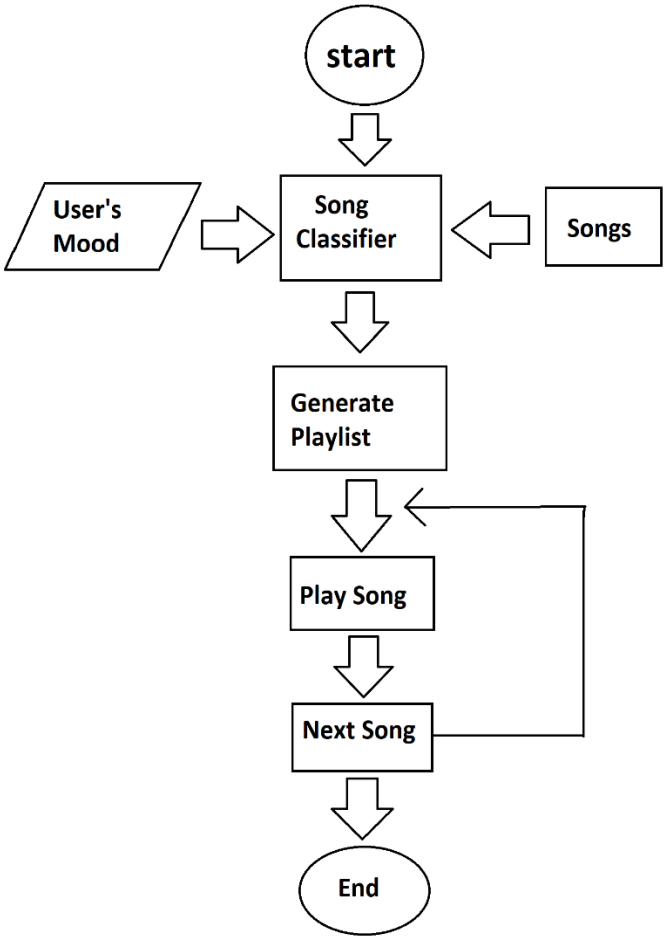
## Software :

- ✓ Window 7,8 or 10
- ✓ VS code
- ✓ Google Chrome
- ✓ Github

## Technology used :

- ✓ HTML
- ✓ CSS
- ✓ JavaScript

# Data Flow Diagram



# Conclusion

The Mood-Based Music Player is used to automate and give a better music player experience for the end user. The application solves the basic needs of music listeners without troubling them as existing applications do: it uses technology to increase the interaction of the system with the user in many ways. It eases the work of the end-user by determining their emotion, and suggesting a customized play-list through a more advanced and interactive system.

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