Introduction to Programming II Project Log №2

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| **Project title:** | The player with music visualization function |
| **Topic:** | Timeline and display window |
| **What progress have you made this topic?** | |
| At the end of the 16th week, I was able to complete the interactive timeline feature based on the DOM input element. This line will show the song's progress: move while a song is playing, pause and resume on pause/play and reset when a song is stopped. Besides showing progress, this line allows the user to jump to any position of the song on click.  The second feature is the small “display” window that shows the song name, format, and timestamp. It also shows the loading process, and updates when the player is playing. | |
| **What problems have you faced and were you able to solve them?** | |
| Both these features require a constant update of the visual information, and there would be no problem to make them using canvas because the draw function is called each frame. But because I decided to make the whole player using simple JS and HTML I had to use asynchronous functions. I used the “setInterval” function to get required information each time tick and update target elements, and the “clearInterval” function to stop callback from reoccurring. Updating information on timeline and display was relatively easy, but clickable timeline interaction gave me trouble. The biggest obstacle that I faced was the fact, that when a song is paused, the “currentTime” function returns 0 for some reason. Because of the solution, it can look a little bit clumsy, but it was my best shot. | |
| **What are you planning to do over the next few weeks?** | |
| In the next few weeks, I plan to spend time adding more visualizations. I am bad with creative stuff and artistically impaired, so I think I will do few suggested extensions, tweak some of them here and there, and at the end will add 2-3 visualizations of my own. | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Doing good so far, I think that the next part should no be this hard, so I hope to finish on time. Fingers crossed… | |