

Flutter Music App - Ideal Features & Code Improvement Analysis

Part 1: Ideal Features for a Music App

▮ Core Essential Features

1. Music Playback & Queue Management

- ✓ Play/Pause/Stop controls
- ✓ Previous/Next track navigation
- ✓ Seek bar with progress indicator
- ✓ Current time and total duration display
- ✓ Queue management (view, reorder, clear)
- ✓ Repeat modes (no repeat, repeat all, repeat one)
- ✓ Shuffle functionality
- ✓ Crossfade between tracks
- ✓ Gapless playback
- ✓ Volume control with slider
- ✓ Audio focus handling (pause on call/notification)

2. Audio Quality & Format Support

- ✓ Multiple bitrate support (128kbps, 256kbps, 320kbps)
- ✓ Format support (MP3, FLAC, WAV, AAC, M4A, OGG)
- ✓ Streaming vs download modes
- ✓ Audio normalization
- ✓ Equalizer (presets: Bass, Treble, Vocal, etc.)
- ✓ Codec handling (lossy vs lossless)

3. Playlist Management

- ✓ Create/Edit/Delete playlists
- ✓ Add/Remove songs from playlists
- ✓ Reorder songs within playlist
- ✓ Liked/Favorites playlist (auto-created)
- ✓ Playlist persistence across sessions

- ✓ Bulk operations (add multiple songs)
- ✓ Recently played playlist
- ✓ Most played playlist

4. Music Library & Organization

- ✓ Browse songs, artists, albums, genres
- ✓ Library search functionality
- ✓ Sort options (by name, date added, play count, duration)
- ✓ Filter options (by artist, album, genre, year)
- ✓ Display song metadata (artist, album, duration, bitrate)
- ✓ Album art display
- ✓ Artist information and discography
- ✓ Genre categorization

5. Offline Functionality

- ✓ Download songs to device storage
- ✓ Play downloaded songs without internet
- ✓ Download quality selection
- ✓ Storage management (view used storage, delete downloads)
- ✓ Sync downloaded library
- ✓ Offline indicator for downloaded songs

6. User Interface & UX

- ✓ Clean, intuitive UI
- ✓ Responsive design (works on different screen sizes)
- ✓ Dark and light themes
- ✓ Album art as background
- ✓ Mini player (showing current playback while browsing)
- ✓ Full player screen
- ✓ Smooth animations and transitions
- ✓ Gesture controls (swipe, tap)
- ✓ Bottom navigation or tab bar

7. Music Discovery & Recommendations

- ✓ Trending songs/albums
- ✓ New releases
- ✓ Curated playlists
- ✓ Similar songs recommendations
- ✓ Recently played section
- ✓ Popular artists
- ✓ Genre-based browsing

8. Media Controls & Notifications

- ✓ Lock screen playback control
- ✓ Notification with play/pause and next/prev buttons
- ✓ Notification album art display
- ✓ Background music playback
- ✓ Headphone button support (play/pause on headphone click)
- ✓ Audio focus management

9. Data Management

- ✓ SQLite database for local storage
- ✓ CRUD operations (Create, Read, Update, Delete)
- ✓ Data persistence across app restarts
- ✓ Efficient queries for large libraries
- ✓ Database transactions for consistency
- ✓ Backup/Restore functionality
- ✓ Version control and migrations

10. Advanced Features

- ✓ Lyrics display (syncd)
- ✓ Artist profiles with biography
- ✓ Album details page
- ✓ Share songs/playlists
- ✓ Statistics (play count, total listening time)
- ✓ Listening history
- ✓ Search history
- ✓ Sleep timer

- ✓ Wake-up timer

11. Social Features

- ✓ Follow artists/friends
- ✓ Share playlists
- ✓ Collaborative playlists
- ✓ In-app messaging
- ✓ Public profiles
- ✓ Activity feed

12. Accessibility & Settings

- ✓ Settings page for user preferences
- ✓ Theme selection
- ✓ Font size options
- ✓ High contrast mode
- ✓ Screen reader support
- ✓ Keyboard navigation
- ✓ Adjustable UI density

Part 2: Analysis of Your GitHub Repository

Note: Since I couldn't directly access your GitHub repository, here's a comprehensive analysis based on typical Flutter + SQLite music app implementations and best practices.

⚠ Common Issues in Flutter Music Apps with SQLite

1. Architecture & Code Organization Issues

Problem: Monolithic Structure

- ✗ Mixing UI logic with business logic in widgets
- ✗ Direct database calls from UI layer
- ✗ No clear separation of concerns
- ✗ Tightly coupled components

Solution: Implement Clean Architecture

```
lib/  
├── features/  
│   ├── music/  
│   │   └── data/
```



```

static const String artistsTable = 'artists';

// Songs table columns
static const String songId = 'id';
static const String songTitle = 'title';
static const String songArtist = 'artist';
static const String songAlbum = 'album';
static const String songPath = 'path';
static const String songDuration = 'duration';
static const String songArtUrl = 'art_url';
static const String songDateAdded = 'date_added';
static const String songPlayCount = 'play_count';
static const String songIsFavorite = 'is_favorite';

static Future<void> createTables(Database db) async {
  // Artists table
  await db.execute('''
    CREATE TABLE IF NOT EXISTS $artistsTable (
      id INTEGER PRIMARY KEY AUTOINCREMENT,
      name TEXT UNIQUE NOT NULL,
      bio TEXT,
      image_url TEXT,
      created_at DATETIME DEFAULT CURRENT_TIMESTAMP
    )
  ''');

  // Create index on artist name for faster searches
  await db.execute(
    'CREATE INDEX IF NOT EXISTS idx_artist_name ON $artistsTable(name)'
  );

  // Songs table
  await db.execute('''
    CREATE TABLE IF NOT EXISTS $songsTable (
      $songId INTEGER PRIMARY KEY AUTOINCREMENT,
      $songTitle TEXT NOT NULL,
      $songArtist TEXT NOT NULL,
      $songAlbum TEXT,
      $songPath TEXT UNIQUE NOT NULL,
      $songDuration INTEGER,
      $songArtUrl TEXT,
      $songDateAdded DATETIME DEFAULT CURRENT_TIMESTAMP,
      $songPlayCount INTEGER DEFAULT 0,
      $songIsFavorite INTEGER DEFAULT 0,
      artist_id INTEGER,
      FOREIGN KEY(artist_id) REFERENCES $artistsTable(id) ON DELETE CASCADE
    )
  ''');

  // Create indexes for frequently queried columns
  await db.execute(
    'CREATE INDEX IF NOT EXISTS idx_song_title ON $songsTable($songTitle)'
  );
  await db.execute(
    'CREATE INDEX IF NOT EXISTS idx_song_artist ON $songsTable($songArtist)'
  );
};

```

```

await db.execute(
  'CREATE INDEX IF NOT EXISTS idx_song_favorite ON $songsTable($songIsFavorite)'
);

// Playlists table
await db.execute('''
  CREATE TABLE IF NOT EXISTS $playlistsTable (
    id INTEGER PRIMARY KEY AUTOINCREMENT,
    name TEXT NOT NULL,
    description TEXT,
    created_at DATETIME DEFAULT CURRENT_TIMESTAMP,
    updated_at DATETIME DEFAULT CURRENT_TIMESTAMP,
    is_favorite INTEGER DEFAULT 0
  )
''');

// Playlist songs junction table (Many-to-Many)
await db.execute('''
  CREATE TABLE IF NOT EXISTS $playlistSongsTable (
    id INTEGER PRIMARY KEY AUTOINCREMENT,
    playlist_id INTEGER NOT NULL,
    song_id INTEGER NOT NULL,
    position INTEGER NOT NULL,
    added_at DATETIME DEFAULT CURRENT_TIMESTAMP,
    FOREIGN KEY(playlist_id) REFERENCES $playlistsTable(id) ON DELETE CASCADE,
    FOREIGN KEY(song_id) REFERENCES $songsTable(id) ON DELETE CASCADE,
    UNIQUE(playlist_id, song_id)
  )
''');

// Create index for faster joins
await db.execute(
  'CREATE INDEX IF NOT EXISTS idx_playlist_songs_playlist ON $playlistSongsTable(play
);
}
}

```

3. State Management Issues

Problem: Using setState or no state management

- ✗ All logic in widgets
- ✗ Difficult to test
- ✗ Poor scalability
- ✗ Hard to maintain state consistency

Solution: Use BLoC Pattern

```

// lib/features/music/presentation/bloc/music_event.dart
abstract class MusicEvent extends Equatable {
  const MusicEvent();
}

```

```

    @override
    List<Object> get props => [];
  }

class GetAllSongsEvent extends MusicEvent {
  const GetAllSongsEvent();
}

class PlaySongEvent extends MusicEvent {
  final Song song;
  const PlaySongEvent(this.song);

  @override
  List<Object> get props => [song];
}

class PauseSongEvent extends MusicEvent {
  const PauseSongEvent();
}

class AddToPlaylistEvent extends MusicEvent {
  final Song song;
  final int playlistId;
  const AddToPlaylistEvent(this.song, this.playlistId);

  @override
  List<Object> get props => [song, playlistId];
}

// lib/features/music/presentation/bloc/music_state.dart
abstract class MusicState extends Equatable {
  const MusicState();

  @override
  List<Object> get props => [];
}

class MusicInitial extends MusicState {
  const MusicInitial();
}

class MusicLoading extends MusicState {
  const MusicLoading();
}

class MusicLoaded extends MusicState {
  final List<Song> songs;
  final Song? currentSong;
  final bool isPlaying;

  const MusicLoaded({
    required this.songs,
    this.currentSong,
    this.isPlaying = false,
  });
}

```

```

    @override
    List<Object> get props => [songs, currentSong ?? '', isPlaying];
  }

class MusicError extends MusicState {
  final String message;
  const MusicError(this.message);

  @override
  List<Object> get props => [message];
}

// lib/features/music/presentation/bloc/music_bloc.dart
class MusicBloc extends Bloc<MusicEvent, MusicState> {
  final GetAllSongsUseCase getAllSongsUseCase;
  final PlaySongUseCase playSongUseCase;
  final PauseSongUseCase pauseSongUseCase;
  final AddToPlaylistUseCase addToPlaylistUseCase;

  Song? _currentSong;
  List<Song> _songs = [];
  bool _isPlaying = false;

  MusicBloc({
    required this.getAllSongsUseCase,
    required this.playSongUseCase,
    required this.pauseSongUseCase,
    required this.addToPlaylistUseCase,
  }) : super(const MusicInitial()) {
    on<GetAllSongsEvent>(_onGetAllSongs);
    on<PlaySongEvent>(_onPlaySong);
    on<PauseSongEvent>(_onPauseSong);
    on<AddToPlaylistEvent>(_onAddToPlaylist);
  }

  Future<void> _onGetAllSongs(
    GetAllSongsEvent event,
    Emitter<MusicState> emit,
  ) async {
    emit(const MusicLoading());

    final result = await getAllSongsUseCase();

    result.fold(
      (failure) => emit(MusicError(failure.message)),
      (songs) {
        _songs = songs;
        emit(MusicLoaded(
          songs: songs,
          currentSong: _currentSong,
          isPlaying: _isPlaying,
        ));
      },
    );
  }
}

```

```

Future<Unit> _onPlaySong(
    PlaySongEvent event,
    Emitter<MusicState> emit,
) async {
    await playSongUseCase(event.song);
    _currentSong = event.song;
    _isPlaying = true;

    emit(MusicLoaded(
        songs: _songs,
        currentSong: _currentSong,
        isPlaying: _isPlaying,
    ));
}

Future<Unit> _onPauseSong(
    PauseSongEvent event,
    Emitter<MusicState> emit,
) async {
    await pauseSongUseCase();
    _isPlaying = false;

    emit(MusicLoaded(
        songs: _songs,
        currentSong: _currentSong,
        isPlaying: _isPlaying,
    ));
}

Future<Unit> _onAddToPlaylist(
    AddToPlaylistEvent event,
    Emitter<MusicState> emit,
) async {
    final result = await addToPlaylistUseCase(
        AddToPlaylistParams(song: event.song, playlistId: event.playlistId),
    );

    result.fold(
        (failure) => emit(MusicError(failure.message)),
        (_) => emit(MusicLoaded(
            songs: _songs,
            currentSong: _currentSong,
            isPlaying: _isPlaying,
        )),
    );
}

```

4. Audio Player Integration Issues

Problem: Poor audio playback handling

- ✗ No background playback
- ✗ Missing audio focus handling
- ✗ No media controls
- ✗ Missing notification integration
- ✗ No queue management

Solution: Proper Audio Integration

```
// lib/core/services/audio_player_service.dart
import 'package:just_audio/just_audio.dart';
import 'package:audio_service/audio_service.dart';

class AudioPlayerService {
  late AudioPlayer _audioPlayer;
  late AudioHandler _audioHandler;

  final _playbackStateStream = StreamController<PlaybackState>();
  final _currentSongStream = StreamController<Song?>();

  AudioPlayerService() {
    _audioPlayer = AudioPlayer();
    _setupAudioPlayer();
  }

  void _setupAudioPlayer() {
    // Handle audio focus
    _audioPlayer.playbackEventStream.listen((event) {
      _playbackStateStream.add(_mapAudioPlaybackStateToPlaybackState(event));
    });

    // Handle completion
    _audioPlayer.playerStateStream.listen((state) {
      if (state.processingState == ProcessingState.completed) {
        _onSongCompleted();
      }
    });
  }

  Future<void> playSong(String filePath) async {
    try {
      await _audioPlayer.setFilePath(filePath);
      await _audioPlayer.play();

      // Update notification
      await _updateMediaNotification();
    } catch (e) {
      print('Error playing song: $e');
      rethrow;
    }
  }
}
```

```

}

Future<void> pauseSong() async {
  await _audioPlayer.pause();
}

Future<void> resumeSong() async {
  await _audioPlayer.play();
}

Future<void> stopSong() async {
  await _audioPlayer.stop();
}

Future<void> seek(Duration position) async {
  await _audioPlayer.seek(position);
}

Stream<Duration> get positionStream => _audioPlayer.positionStream;
Stream<Duration?> get durationStream => _audioPlayer.durationStream;
Stream<PlayerState> get playerStateStream => _audioPlayer.playerStateStream;

void _onSongCompleted() {
  // Emit event to BLoC to play next song
  _currentSongStream.add(null);
}

Future<void> _updateMediaNotification() async {
  // Update media notification with current song info
}

void dispose() {
  _audioPlayer.dispose();
  _playbackStateStream.close();
  _currentSongStream.close();
}
}

```

5. Data Access Layer Issues

Problem: Direct database calls from repository

- ✗ No abstraction layer
- ✗ Difficult to mock for testing
- ✗ Tight coupling to database implementation
- ✗ No error handling

Solution: Implement DataSource Pattern

```

// lib/features/music/data/datasources/music_local_datasource.dart
abstract class MusicLocalDataSource {
  Future<List<SongModel>> getAllSongs();
}

```

```

Future<SongModel> getSongById(int id);
Future<void> insertSong(SongModel song);
Future<void> updateSong(SongModel song);
Future<void> deleteSong(int id);
Future<List<PlaylistModel>> getAllPlaylists();
Future<void> createPlaylist(PlaylistModel playlist);
Future<void> addSongToPlaylist(int playlistId, int songId);
}

```

```

class MusicLocalDataSourceImpl implements MusicLocalDataSource {
    final DatabaseHelper databaseHelper;

```

```

    MusicLocalDataSourceImpl({required this.databaseHelper});

```

```

    @override

```

```

    Future<List<SongModel>> getAllSongs() async {
        try {
            final db = await databaseHelper.database;
            final result = await db.query(
                DatabaseHelper.songsTable,
                orderBy: '${DatabaseHelper.songDateAdded} DESC',
            );

            return List<SongModel>.from(
                result.map((song) => SongModel.fromJson(song)),
            );
        } catch (e) {
            throw DataSourceException('Failed to get songs: $e');
        }
    }
}

```

```

    @override

```

```

    Future<SongModel> getSongById(int id) async {
        try {
            final db = await databaseHelper.database;
            final result = await db.query(
                DatabaseHelper.songsTable,
                where: '${DatabaseHelper.songId} = ?',
                whereArgs: [id],
            );

            if (result.isEmpty) {
                throw DataSourceException('Song not found');
            }

            return SongModel.fromJson(result.first);
        } catch (e) {
            throw DataSourceException('Failed to get song: $e');
        }
    }
}

```

```

    @override

```

```

    Future<void> insertSong(SongModel song) async {
        try {
            final db = await databaseHelper.database;
            await db.insert(

```

```

        DatabaseHelper.songsTable,
        song.toJson(),
        conflictAlgorithm: ConflictAlgorithm.replace,
    );
} catch (e) {
    throw DataSourceException('Failed to insert song: $e');
}
}

@override
Future<void> updateSong(SongModel song) async {
    try {
        final db = await databaseHelper.database;
        await db.update(
            DatabaseHelper.songsTable,
            song.toJson(),
            where: '${DatabaseHelper.songId} = ?',
            whereArgs: [song.id],
        );
    } catch (e) {
        throw DataSourceException('Failed to update song: $e');
    }
}

@override
Future<void> deleteSong(int id) async {
    try {
        final db = await databaseHelper.database;
        await db.delete(
            DatabaseHelper.songsTable,
            where: '${DatabaseHelper.songId} = ?',
            whereArgs: [id],
        );
    } catch (e) {
        throw DataSourceException('Failed to delete song: $e');
    }
}

@override
Future<List<PlaylistModel>> getAllPlaylists() async {
    try {
        final db = await databaseHelper.database;
        final result = await db.query(DatabaseHelper.playlistsTable);

        return List<PlaylistModel>.from(
            result.map((playlist) => PlaylistModel.fromJson(playlist)),
        );
    } catch (e) {
        throw DataSourceException('Failed to get playlists: $e');
    }
}

@override
Future<void> createPlaylist(PlaylistModel playlist) async {
    try {
        final db = await databaseHelper.database;

```

```

        await db.insert(DatabaseHelper.playlistsTable, playlist.toJson());
    } catch (e) {
        throw DataSourceException('Failed to create playlist: $e');
    }
}

@override
Future<void> addSongToPlaylist(int playlistId, int songId) async {
    try {
        final db = await databaseHelper.database;

        // Get current max position in playlist
        final result = await db.rawQuery(
            'SELECT MAX(position) as max_pos FROM ${DatabaseHelper.playlistSongsTable} WHERE [playlistId]',
        );

        final position = (result.first['max_pos'] as int?) ?? 0;

        await db.insert(
            DatabaseHelper.playlistSongsTable,
            {
                'playlist_id': playlistId,
                'song_id': songId,
                'position': position + 1,
            },
            conflictAlgorithm: ConflictAlgorithm.ignore,
        );
    } catch (e) {
        throw DataSourceException('Failed to add song to playlist: $e');
    }
}
}

```

6. Model & Entity Issues

Problem: Mixing models with entities

- ✗ Data models in domain layer
- ✗ No conversion between layers
- ✗ Tightly coupled layers

Solution: Separate Models from Entities

```

// lib/features/music/domain/entities/song.dart
import 'package:equatable/equatable.dart';

class Song extends Equatable {
    final int id;
    final String title;
    final String artist;
    final String? album;
    final String path;
}

```

```

final int duration;
final String? artUrl;
final DateTime dateAdded;
final int playCount;
final bool isFavorite;

const Song({
  required this.id,
  required this.title,
  required this.artist,
  this.album,
  required this.path,
  required this.duration,
  this.artUrl,
  required this.dateAdded,
  this.playCount = 0,
  this.isFavorite = false,
});

Song copyWith({
  int? id,
  String? title,
  String? artist,
  String? album,
  String? path,
  int? duration,
  String? artUrl,
  DateTime? dateAdded,
  int? playCount,
  bool? isFavorite,
}) {
  return Song(
    id: id ?? this.id,
    title: title ?? this.title,
    artist: artist ?? this.artist,
    album: album ?? this.album,
    path: path ?? this.path,
    duration: duration ?? this.duration,
    artUrl: artUrl ?? this.artUrl,
    dateAdded: dateAdded ?? this.dateAdded,
    playCount: playCount ?? this.playCount,
    isFavorite: isFavorite ?? this.isFavorite,
  );
}

@override
List<Object?> get props => [
  id,
  title,
  artist,
  album,
  path,
  duration,
  artUrl,
  dateAdded,
  playCount,

```

```

        isFavorite,
    ];
}

// lib/features/music/data/models/song_model.dart
import 'package:music_app/features/music/domain/entities/song.dart';

class SongModel extends Song {
  const SongModel({
    required int id,
    required String title,
    required String artist,
    String? album,
    required String path,
    required int duration,
    String? artUrl,
    required DateTime dateAdded,
    int playCount = 0,
    bool isFavorite = false,
  }) : super(
    id: id,
    title: title,
    artist: artist,
    album: album,
    path: path,
    duration: duration,
    artUrl: artUrl,
    dateAdded: dateAdded,
    playCount: playCount,
    isFavorite: isFavorite,
  );

  factory SongModel.fromJson(Map<String, dynamic> json) {
    return SongModel(
      id: json['id'] as int,
      title: json['title'] as String,
      artist: json['artist'] as String,
      album: json['album'] as String?,
      path: json['path'] as String,
      duration: json['duration'] as int,
      artUrl: json['art_url'] as String?,
      dateAdded: DateTime.parse(json['date_added'] as String),
      playCount: json['play_count'] as int? ?? 0,
      isFavorite: (json['is_favorite'] as int? ?? 0) == 1,
    );
  }

  Map<String, dynamic> toJson() {
    return {
      'id': id,
      'title': title,
      'artist': artist,
      'album': album,
      'path': path,
      'duration': duration,
      'art_url': artUrl,
    };
  }
}

```

```

        'date_added': dateAdded.toIso8601String(),
        'play_count': playCount,
        'is_favorite': isFavorite ? 1 : 0,
    };
}
}

```

7. Use Cases & Business Logic

Problem: No separation of business logic

- ✗ Business logic in repositories
- ✗ No use case layer
- ✗ Hard to test and reuse

Solution: Implement Use Cases

```

// lib/features/music/domain/usecases/get_all_songs.dart
import 'package:dartz/dartz.dart';

abstract class UseCase<Type, Params> {
  Future<Either<Failure, Type>>> call(Params params);
}

class GetAllSongsUseCase extends UseCase<List<Song>, NoParams> {
  final MusicRepository repository;

  GetAllSongsUseCase({required this.repository});

  @override
  Future<Either<Failure, List<Song>>>> call(NoParams params) async {
    return await repository.getAllSongs();
  }
}

// lib/features/music/domain/usecases/play_song.dart
class PlaySongParams extends Equatable {
  final Song song;

  const PlaySongParams({required this.song});

  @override
  List<Object> get props => [song];
}

class PlaySongUseCase extends UseCase<void, PlaySongParams> {
  final MusicRepository repository;
  final AudioPlayerService audioPlayerService;

  PlaySongUseCase({
    required this.repository,
    required this.audioPlayerService,
  });
}

```

```

@override
Future<Either<Failure, void>>> call(PlaySongParams params) async {
  try {
    // Update play count
    await repository.updateSongPlayCount(params.song.id);

    // Play the song
    await audioPlayerService.playSong(params.song.path);

    return Right(null);
  } catch (e) {
    return Left(Failure('Failed to play song: $e'));
  }
}

```

8. Error Handling Issues

Problem: No proper error handling

- ✗ Generic exceptions
- ✗ No error messages
- ✗ No error recovery

Solution: Implement Failure & Exception Classes

```

// lib/core/error/failures.dart
import 'package:equatable/equatable.dart';

abstract class Failure extends Equatable {
  final String message;

  const Failure(this.message);

  @override
  List<Object> get props => [message];
}

class DatabaseFailure extends Failure {
  const DatabaseFailure(String message) : super(message);
}

class FileFailure extends Failure {
  const FileFailure(String message) : super(message);
}

class AudioPlaybackFailure extends Failure {
  const AudioPlaybackFailure(String message) : super(message);
}

class NetworkFailure extends Failure {
  const NetworkFailure(String message) : super(message);
}

```

```

}

class UnknownFailure extends Failure {
  const UnknownFailure(String message) : super(message);
}

// lib/core/error/exceptions.dart
class DatabaseException implements Exception {
  final String message;
  DatabaseException(this.message);
}

class FileException implements Exception {
  final String message;
  FileException(this.message);
}

class AudioPlaybackException implements Exception {
  final String message;
  AudioPlaybackException(this.message);
}

class NetworkException implements Exception {
  final String message;
  NetworkException(this.message);
}

```

9. Testing Issues

Problem: No unit tests or widget tests

- ✖ Untested code
- ✖ No confidence in refactoring
- ✖ Bug-prone implementations

Solution: Write Comprehensive Tests

```

// test/features/music/data/datasources/music_local_datasource_test.dart
import 'package:flutter_test/flutter_test.dart';
import 'package:mockito/mockito.dart';
import 'package:sqflite/sqflite.dart';

void main() {
  late MusicLocalDataSourceImpl dataSource;
  late MockDatabaseHelper mockDatabaseHelper;
  late MockDatabase mockDatabase;

  setUp(() {
    mockDatabaseHelper = MockDatabaseHelper();
    mockDatabase = MockDatabase();
    dataSource = MusicLocalDataSourceImpl(databaseHelper: mockDatabaseHelper);

    when(mockDatabaseHelper.database)

```

```

        .thenAnswer((_) async => mockDatabase);
    });

group('MusicLocalDataSource', () {
    test('getAllSongs should return list of songs', () async {
        // Arrange
        final mockSongsList = [
            {
                'id': 1,
                'title': 'Song 1',
                'artist': 'Artist 1',
                'path': '/path/to/song1.mp3',
                'duration': 180000,
                'date_added': DateTime.now().toIso8601String(),
                'play_count': 0,
                'is_favorite': 0,
            },
        ];

        when(mockDatabase.query(any, orderBy: anyNamed('orderBy')))
            .thenAnswer((_) async => mockSongsList);

        // Act
        final result = await dataSource.getAllSongs();

        // Assert
        expect(result, isA<List<SongModel>>());
        expect(result.length, 1);
        expect(result[0].title, 'Song 1');

        verify(mockDatabase.query(any, orderBy: anyNamed('orderBy'))).called(1);
    });

    test('insertSong should insert song into database', () async {
        // Arrange
        final songModel = SongModel(
            id: 1,
            title: 'Test Song',
            artist: 'Test Artist',
            path: '/path/to/song.mp3',
            duration: 180000,
            dateAdded: DateTime.now(),
        );

        when(mockDatabase.insert(any, any,
            conflictAlgorithm: anyNamed('conflictAlgorithm')))
            .thenAnswer((_) async => 1);

        // Act
        await dataSource.insertSong(songModel);

        // Assert
        verify(mockDatabase.insert(any, any,
            conflictAlgorithm: anyNamed('conflictAlgorithm')))
            .called(1);
    });
});

```

```
});  
}
```

Part 3: Specific Improvements for Your Project

Priority 1: CRITICAL (Do First)

1. Implement Clean Architecture

- Separate your code into domain, data, and presentation layers
- Create repository interfaces in domain layer
- Implement repositories in data layer
- Keep presentation layer free of business logic

2. Fix Database Schema

- Add proper relationships (foreign keys)
- Create indexes for performance
- Add migration strategy
- Implement database versioning

3. Implement State Management (BLoC)

- Replace setState with BLoC
- Separate UI from business logic
- Make code testable

Priority 2: HIGH (Important)

4. Proper Audio Player Integration

- Use `just_audio` + `audio_service` for background playback
- Implement media notifications
- Add audio focus handling
- Handle queue management

5. Error Handling

- Create exception classes
- Implement failure classes
- Add try-catch blocks properly
- Use Result pattern (`Either<Failure, Success>`)

6. Data Access Abstraction

- Create datasource interfaces
- Implement local datasource

- Use repository pattern properly

Priority 3: MEDIUM (Polish)

7. Add Unit Tests

- Test use cases
- Test repositories
- Mock external dependencies
- Aim for >80% code coverage

8. Improve UI/UX

- Add error states to UI
- Show loading indicators
- Better error messages
- Smooth animations

9. Add Missing Features

- Playlist management
- Search functionality
- Favorites/Liked songs
- Statistics (play count, recently played)
- Offline support

Priority 4: NICE-TO-HAVE (Future)

10. Advanced Features

- Lyrics display
- Artist profiles
- Recommendations
- Social sharing

Checklist for Improvement

- [] Implement clean architecture layers
- [] Fix database schema with proper relationships
- [] Migrate to BLoC state management
- [] Set up dependency injection (GetIt)
- [] Implement error handling with Failure classes
- [] Create datasource layer
- [] Implement use cases

- ☐ Add comprehensive unit tests
- ☐ Improve audio player integration
- ☐ Add all essential features
- ☐ Optimize database queries
- ☐ Performance testing
- ☐ Accessibility improvements
- ☐ Documentation

Recommended Learning Resources:

- Clean Architecture in Flutter: <https://www.youtube.com/watch?v=4FwUnfAEjXA>
- BLoC Pattern Tutorial: <https://www.youtube.com/watch?v=E0qgKV3-xVU>
- SQLite Best Practices: <https://www.youtube.com/watch?v=h2uEk4YWtE0>
- Audio Service: https://pub.dev/packages/audio_service

Good luck with your music app! 🍀

[\[1\]](#) [\[2\]](#) [\[3\]](#) [\[4\]](#) [\[5\]](#) [\[6\]](#) [\[7\]](#) [\[8\]](#) [\[9\]](#) [\[10\]](#)



1. <https://www.youtube.com/watch?v=4TFbXepOjLI>
2. <https://www.miquido.com/blog/flutter-app-best-practices/>
3. <https://dev.to/arslanyousaf12/sqlite-in-flutter-the-complete-guide-11nj>
4. <https://blog.logrocket.com/creating-flutter-audio-player-recorder-app/>
5. <https://dev.to/alaminkarno/effective-layered-architecture-in-large-flutter-apps-2n48>
6. <https://stackoverflow.com/questions/29929902/sqlite-database-design-for-music-chart-tracker>
7. <https://www.youtube.com/watch?v=ugiqdcgrbPg>
8. <https://www.debutinfotech.com/blog/flutter-architecture-guide>
9. <https://filledstacks.com/post/sq-lite-in-flutter/>
10. <https://blog.stackademic.com/create-flutter-audio-player-in-the-background-986875cfd4aa>