Music Player Web App

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A sleek, responsive music player web app built with HTML, CSS, and JavaScript. This app lets users play music, control playback, adjust volume, and more with a beautiful interface and smooth animations.

Features

- Play Music: Load and play your favorite tracks.
- II Play/Pause: Pause and resume music playback.
- Repeat: Repeat the currently playing track.
- Random Track: Play tracks in a random order.
- Next/Previous Track: Navigate through your music library.
- Quantification
 Volume Control: Adjust the volume with a slider.
- Seek Bar: Seek to any position in the track.
- **Operation States Dynamic Background:** Background color changes randomly with every track.

Technologies Used

- ⊕ HTML: For structuring the app and embedding media.
- **CSS**: For styling the user interface with a modern, responsive design.
- **JavaScript**: To handle interactivity, track control, and dynamic elements.
- **Font Awesome**: For using various icons like play, pause, and volume controls.

File Overview

- | index.html: The main page layout and structure of the app.
- **style.css**: The styling for the app, including animations and layout.
- **__ app.js**: JavaScript that controls music playback, track selection, and interactivity.

How to Use

- 1. **Clone or Download**: Clone the repository or download the project files to your local machine.
- 2. **Open index.html**: Open the index.html file in your browser to start using the music player.
- 3. Load Tracks: Add your music files by modifying the music_list array in app.js.
- 4. >II Play/Pause: Click the play button to start or pause the track.
- 5. Next/Previous Track: Use the next or previous buttons to navigate through the playlist.
- 6. Random Track: Toggle the random button to play tracks in a random order.
- 7. Repeat Track: Toggle the repeat button to repeat the current track.
- 8. Nolume Control: Adjust the volume slider to change the sound level.
- 9. Seek Bar: Use the seek bar to jump to different positions in the track.