MUSIC PLAYER

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Thank you for purchasing my source code. If you have any questions that are beyond the scope of this help file, please feel free to email me.

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A) Overall

This source code allows you to create music player app within minutes without requiring any coding skills. It has beautifully designed minimalist user interface. You can easy alter interface according to your taste.



B) Source code structure

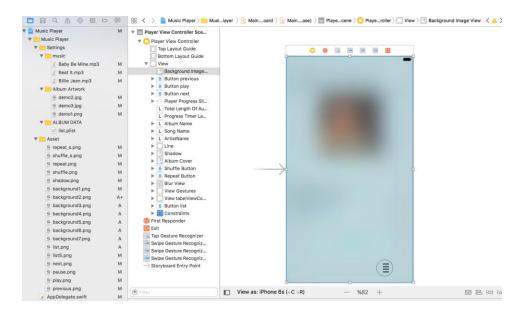
This is a clean swift code and you can open with latest Xcode version (Xcode 8.0 currently). Main controller is "ViewController.m" If you want to change anything in term of coding Either you need to edit PlayerViewController.m or storyboard files.

```
🛅 昂 Q 🛕 🗇 🎹 ▷ 🖟 | 端 | 🤇 > | 🖺 Music Player > Music Player > 💽 ViewController.swift > M animateTableViewToOffScreen()
■ Music Player
2 targets, iOS SDK 8.0
                                                         return false
                                                   }
  ▼ Im Music Player
                                             }

▼ Image: Settings

                                  154
     ▼ immusic
         Song Name.mp3
     ▼ iii Album Artwork
                                  156
         sample artwork.png
                                  157
     ▼ III Plist File
                                             override func viewDidLoad() {
         list.plist
                                                   super.viewDidLoad()
                                  159
   ▼ Asset
                                                   enhancer.hidden = true
//this sets last listened trach number as current
                                  160
     ▶ Custom Slider
                                  161
       🔓 list.png
       listS.png
                                                   retrieveSavedTrackNumber()
       a next.png
                                                   prepareAudio()
       ause.png
                                  164
                                                   updateLabels()
       play.png
                                                   assingSliderUI()
       previous.png
                                  166
       violin.png
                                  167
                                             }
       AppDelegate.swift
                                  168
       Main_3.5_Inch.storyboard
                                             override func didReceiveMemoryWarning() {
       Main_4.0_Inch.storyboard
                                  170
                                                   super.didReceiveMemoryWarning()
      Main_4.7_Inch.storyboard
                                                   // Dispose of any resources that can be recreated.
      Images.xcassets
                                             }
    ▼ Eupporting Files
       Info.plist
     read me.rtf
                                  174
```

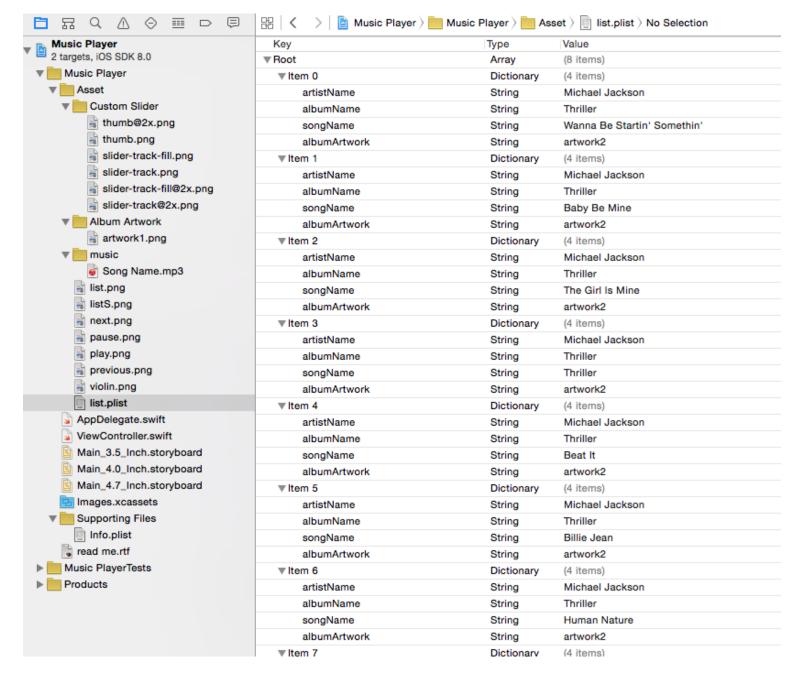
Storyboard Screenshot



D) How To Implement

All you need to do is fill "list.plist" following figure shows how to fill out .plist files.

Sample .plist file (Artist: Michael Jackson Album: Thriller)



Once you finish filling out .plist file then import your songs into project. make sure you have exactly same name what you put on .plist file.



Then import album artwork again artwork name must be exact same what you entered into .plist file.



If you want to change background image. Go to PlayerViewController.Swift file and change "selectedBackground" constant.

//Choose background here. Between 1-7

let selectedBackground = 1

D) Credits

I have used following sources in the code

• Sample music from zero-project.gr

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