

SUBMITTED TO:

MISS HUMA TABASSUM

GROUP MEMBERS:

MARYAM JAVAID (CT-21062)

HIBA FAHEEM (CT-21063)

MARYUM BUTT (CT-21056)

**MUSIC PLAYER**

It is a music player used to play songs added by the developer. You have to manually give the song path to play the songs. All The added songs are already put in the folder.

**Note: The code won’t run on a normal cpp file you’ll have to unzip the attached folder and have to run the project file. The reason is that we’ve also included wav format in the zip folder which are attached with our music player.**

A step by step overview of project code is mentioned below, which will include following topics

1. Doubly Link Lists

2. Stacks

3. Queues

All the required DSA concepts are covered in our project

# **Libraries**

The libraries we used are the following:

**Iostream:**

This library was used to do simple cin and cout. Not to mention we added the header file namespace with it.

**Windows. h:**

Now, this is one of the main libraries essential to run the music player. This is used to deal with the function of windows i.e Operating system. We used this library to run our Playsound function with a collab of Linker (-lwinmm) of which details are provided later in the document. Moreover, we used the library to change the color of the output console giving it a nicer and more advanced touch using the function system(“color ”)… where these are system-defined color set for the background and text respectively. In the last, we used this to clear our output screen using the syntax: system(“cls”)

**Algorithm:**

The algorithms library defines functions for a variety of purposes (e.g., searching, sorting, counting, manipulating). We used this library to shuffle the playlist created by the user by using the pre-defined random \_shuffle() function.

**Mmsystem.h:**

The mmsystem module provides a set of procedures and functions related to the operating system. This header file was used along with a windows file to play music.

**Conio. h:**

It is used to include the console input output library functions. The getch() function is defined in conio.h.

We have used getch() function which will instantly stop the music as it gets the input from the keyboard.

**Queue:**

To use queue in the program we have to include this header file.

# **Audio Playing Functions:**

# We have included PlaySound function to play audio:

# **PLAYSOUND:**

# The syntax of this function is : PlaySound(TEXT(“nameofsong.wav”),NULL,SND\_FILENAME|SND\_LOOP|SND\_ASYNC).

# **LINKER:**

# A Linker was used to create this program without it the audio files won’t play. The linker we used is ( – lwinmm) which clearly states that it is used to link to the windows media player as we are trying to play the media using windows built-in functions. To add this linker a project must be created and properties of it should be added**.**