

# MyMediaPlayer

Audio/Video player

Developed by Sebastien Scullion & Matthew Stinis

# Background

Inspiration:

VLC Media Player, Windows Media Player, iTunes

Goals:

Create media player with built in media library

Ability to upload/download media to and from database

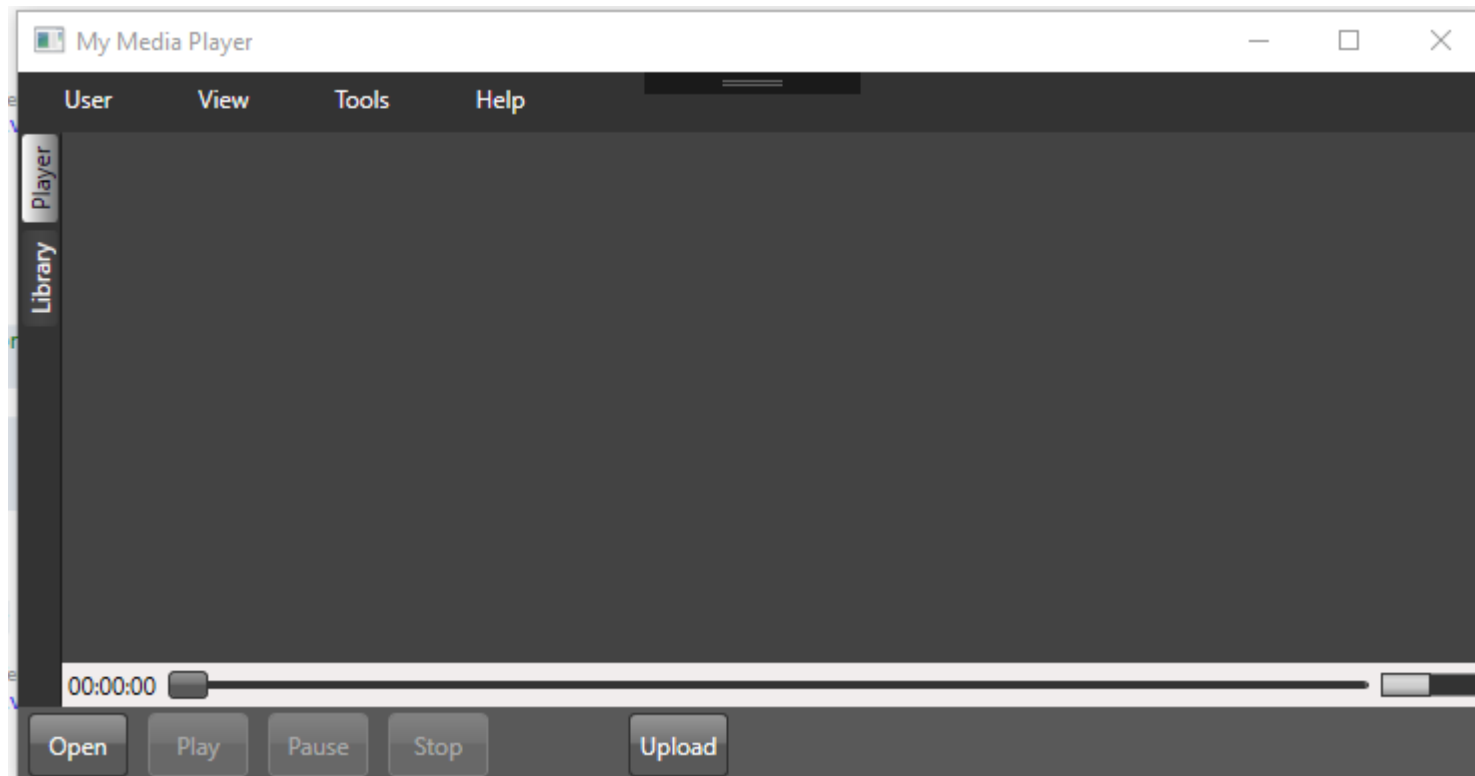
Ability to create playlists

Ability to register user profile

# Solution Overview

## Main Window (Player View)

User opens the application, this is their “home” screen



# Solution Overview

## Main Window (Player View) Features

Main Window features:

Tabs rather than windows to keep the media player user friendly

Designed with least amount of menu diving needed in mind

Volume meter

Timestamp meter

Player opens various media (audio/video) files

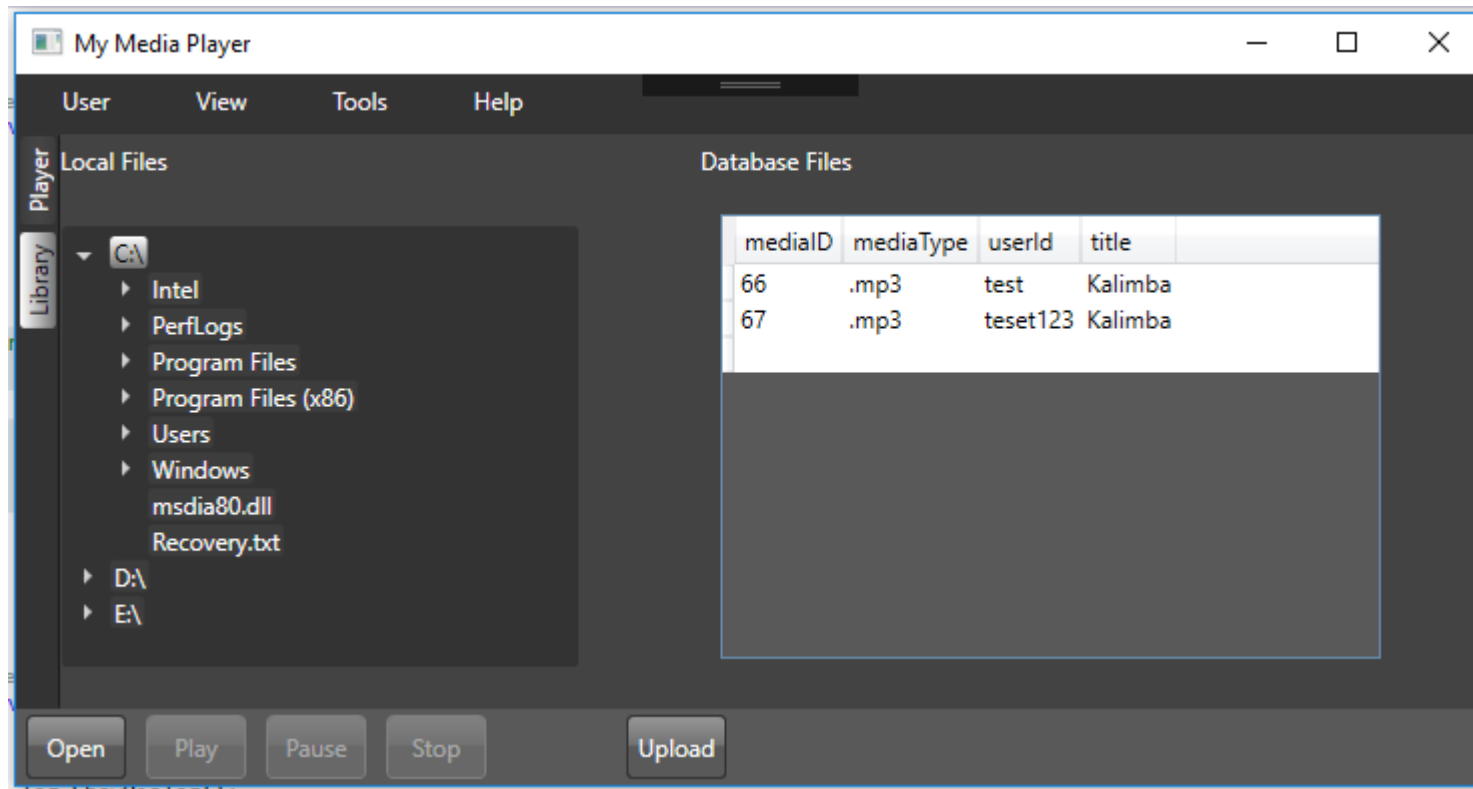
Ability to open and/or upload files directly from the player view.

Ability to pause, stop, and play.

# Solution Overview

## Library View

When the user selects the Library tab, they are presented with a tree view access to their local drives as well as a view of their database entries.



# Solution Overview

## Library View Features

Library View features:

Ability to view user's database files (title, filetype, and  
userId)

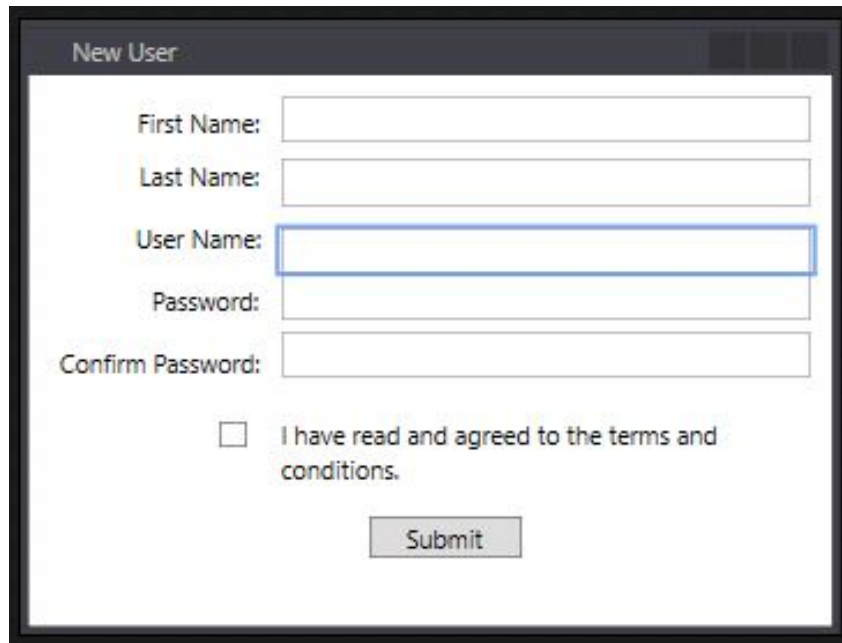
Ability to upload multiple files to database via convenient right-  
click

Ability to play a file directly from local drive via right-click.  
Application will open the player tab.

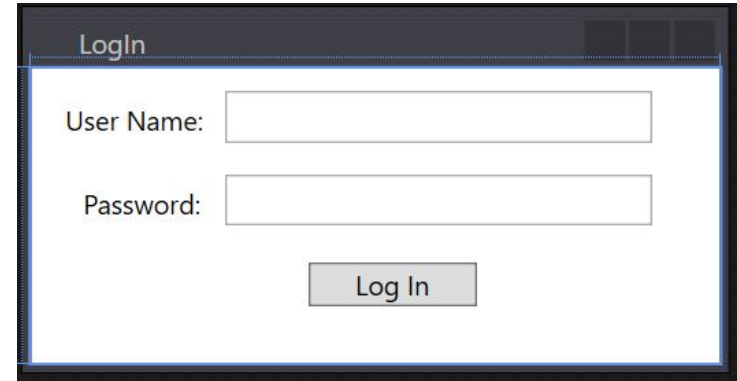
# Solution Overview

## Dialogs

Dialogs – Login, Register (accessible from the User menu)



A registration dialog titled "New User". It contains five text input fields: "First Name:", "Last Name:", "User Name:", "Password:", and "Confirm Password:". The "User Name:" field is highlighted with a blue border. Below the fields is a checkbox with the text "I have read and agreed to the terms and conditions." and a "Submit" button at the bottom.



A login dialog titled "LogIn". It contains two text input fields: "User Name:" and "Password:". Below the fields is a "Log In" button.

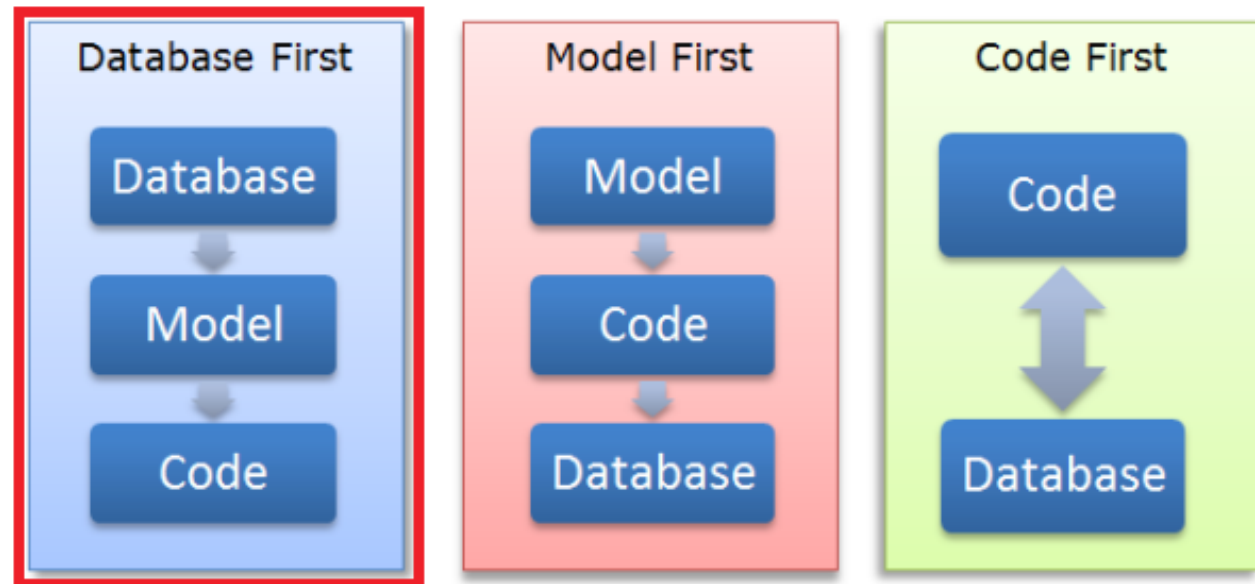
# Technologies Used Behind Code

Technologies used:

Entity framework (database first approach)

.NET framework

SQL database





# Technologies Used

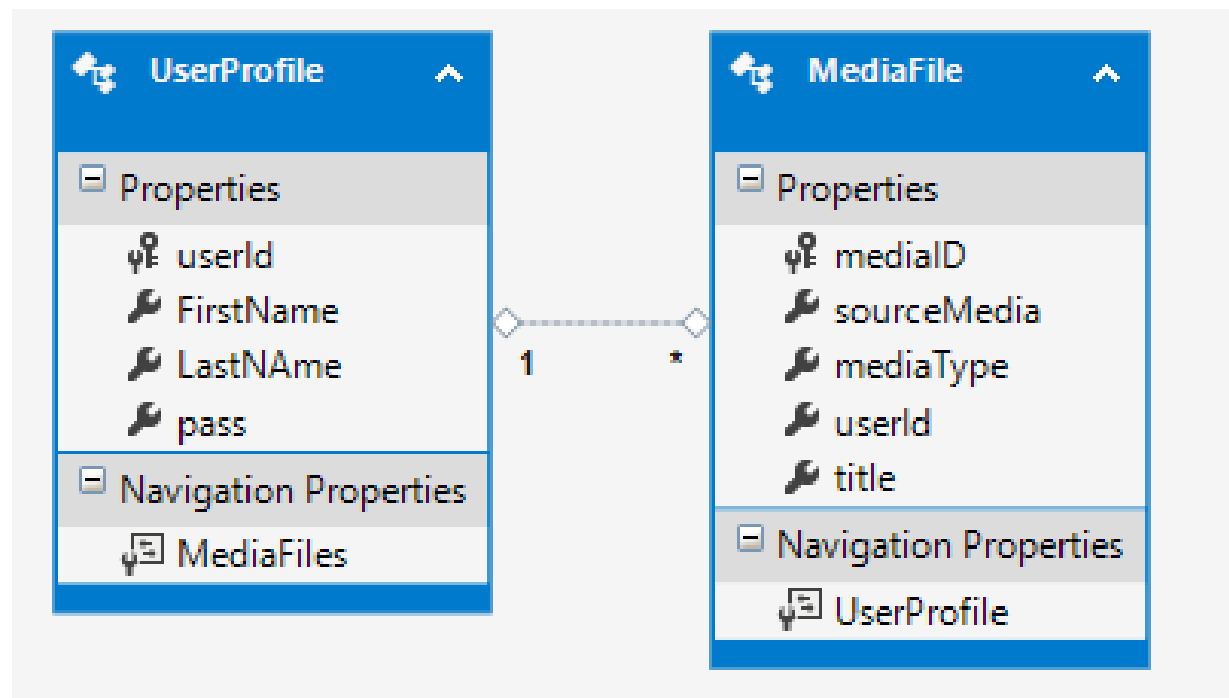
## Behind Code

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.NET framework

SQL database



# Technologies Used

## Design

Technologies used:

GridPanel

Multiple windows/dialogs (main window, log in, register)

Multiple tabs within main app window

# Challenges and Solutions

## Matt

Challenges for Matt:

Create a functional and responsive design of application

Create a proper grid layout nested within tabs

Add theme to entire application

Understanding proper use of event handlers

# Challenges and Solutions

## Sebastien

Challenges for Sebastien:

### **Entity framework**

Challenge: Unfamiliar technology

Solution: Online learning and experimentation

Challenge: When adding columns to the database, after creating the object in the code behind, updates to the database were not successful.

Solution: When adding columns to the database, it is important to not only create the property of the column in the tables object, but also update the model.

# What We Learned

## Matt

What Matt learned:

How to include different theme libraries into own app

How to use layout tools to give desired look (responsive design)

When and when not to use ribbon menus in design

How to solve git merge conflicts

# What We Learned

## Sebastien

What Sebastien learned:

Use of LINQ in entity framework is not needed

Double, triple check variable assignment order

Be well-rested when coding, mistake will happen

Time management is an IMPERITIVE

C# is more fun than Java

# Future work

Fast forward/rewind

Audio file conversion

Theme selector

Edit metadata of files

Default player option

Stream from database

Distributable file