

CSE331: Computer Networks Lab

FNB Listen: A music streaming application

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Definition

- Music streaming applications are widely used applications by almost all the people.
- Our music streaming application “ FNB Listen “ aims to give by commonly used applications like Spotify , Ganna, Savan etc.
- FNB Listen is a menu-driven application, giving user the options to play, pause and stop the currently playing song and allows to select song from the given list.
- It is a multi-user application.



Approach for Problem Solving

- Firstly , we have used IP multicasting to stream the media(audio) and for the reliable connection between clients and server we have used TCP protocol
- A menu is given using GUI for various options like play , pause , and stop the song and also to select other songs
- As the streaming should be uninterrupted and fast, we have used UDP protocol for multicast transmission of the audio



Approach for Problem Solving

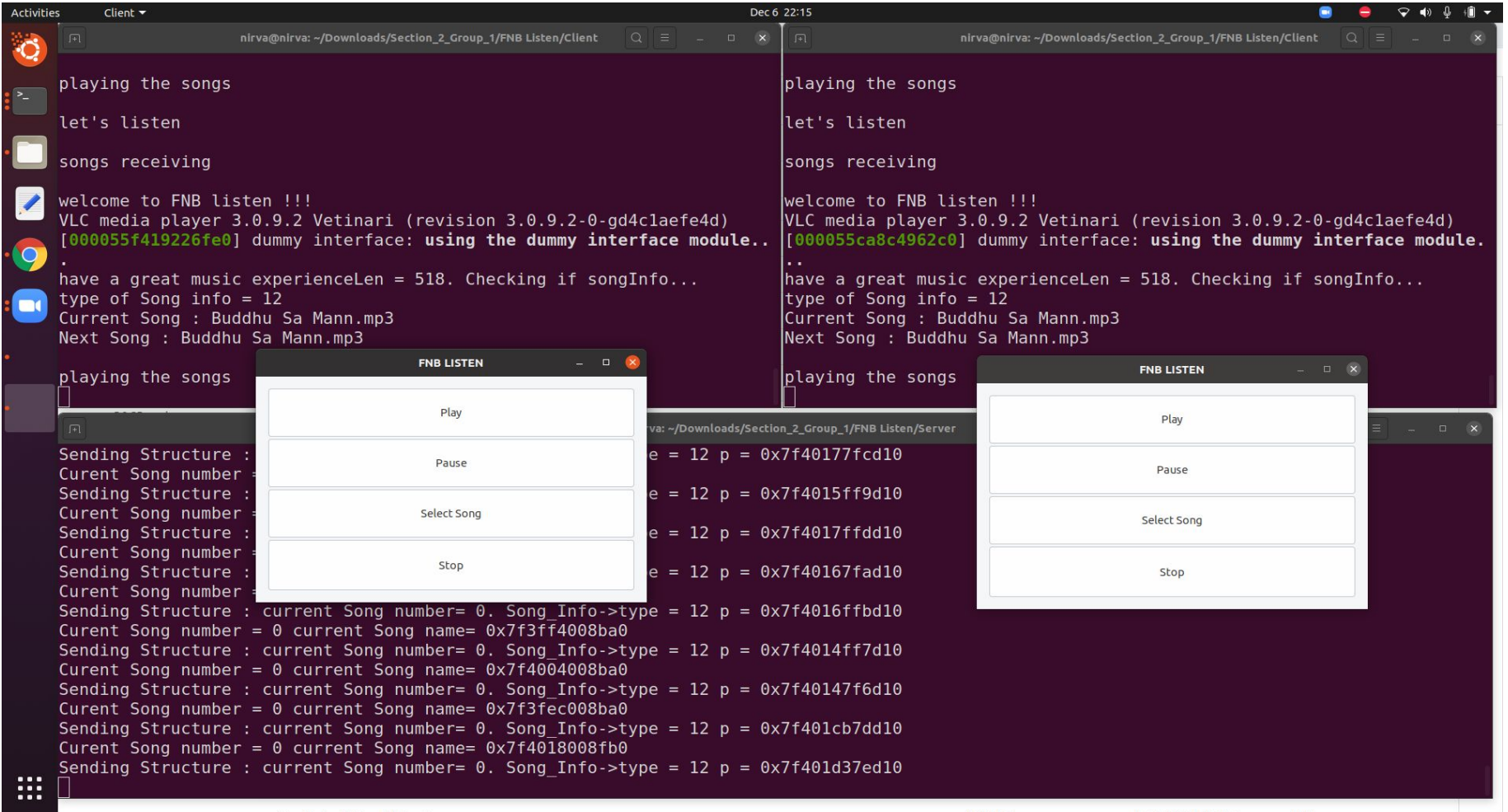
- Seperate port is assigned to the specific song in order to play it.
- We have used structures for storing information related to the location of the song, song name, size, path and port.
- We have used threads to support application use by multiple users and multicasting of audio.



Originality

- The primary function of any music streaming application is to play the audio, which is implemented in our project with the functionalities of pausing, stopping and selecting other songs.
- As part of novelty, we have tried to implement the playlist functionality but we have not been successful in doing so.





Limitations of the application

- The user has to let the default song(song 1) play first, at the start of the application and then only user can select to play other songs.
- Similarly, pause and stop song operations can be done only after the playing of the default song is completed.
- Uploading new songs option is not available, so the developer has to add them manually and program logic according to that also needs to be updated manually.



Tools

- The entire client and server programs are written in C language.
- The audio are played using VLC Media Player.
- Gtk library is used for making GUI interface.



References

1. <http://zetcode.com/>
2. **GitHub.2020.Meet-Modi/Internettv-Ipmulticast-Stream-Radio.**
[online] Available at:
[≤https://github.com/Meet-Modi/InternetTv-IPmulticast-Stream-radio>](https://github.com/Meet-Modi/InternetTv-IPmulticast-Stream-radio) **[Accessed 6 December 2020].>**



Thank You