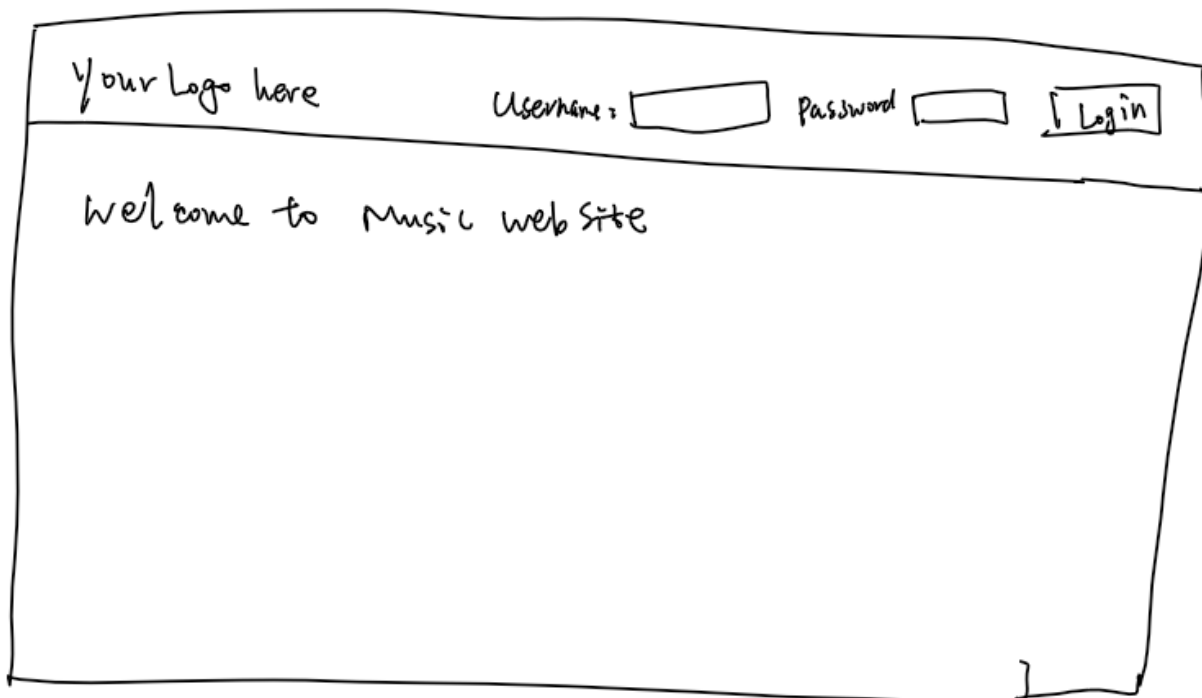


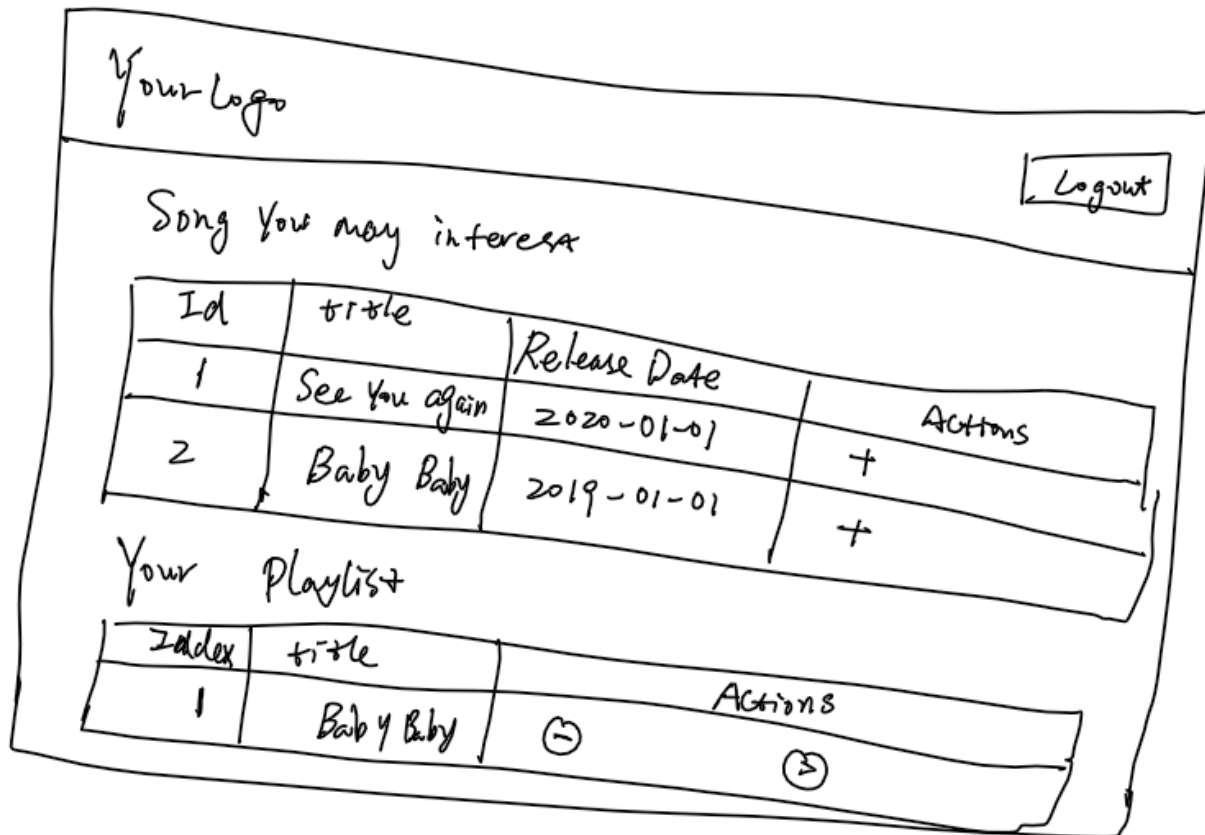
We're going to build a music website using what we learnt in this course.

Here's the project requirements:

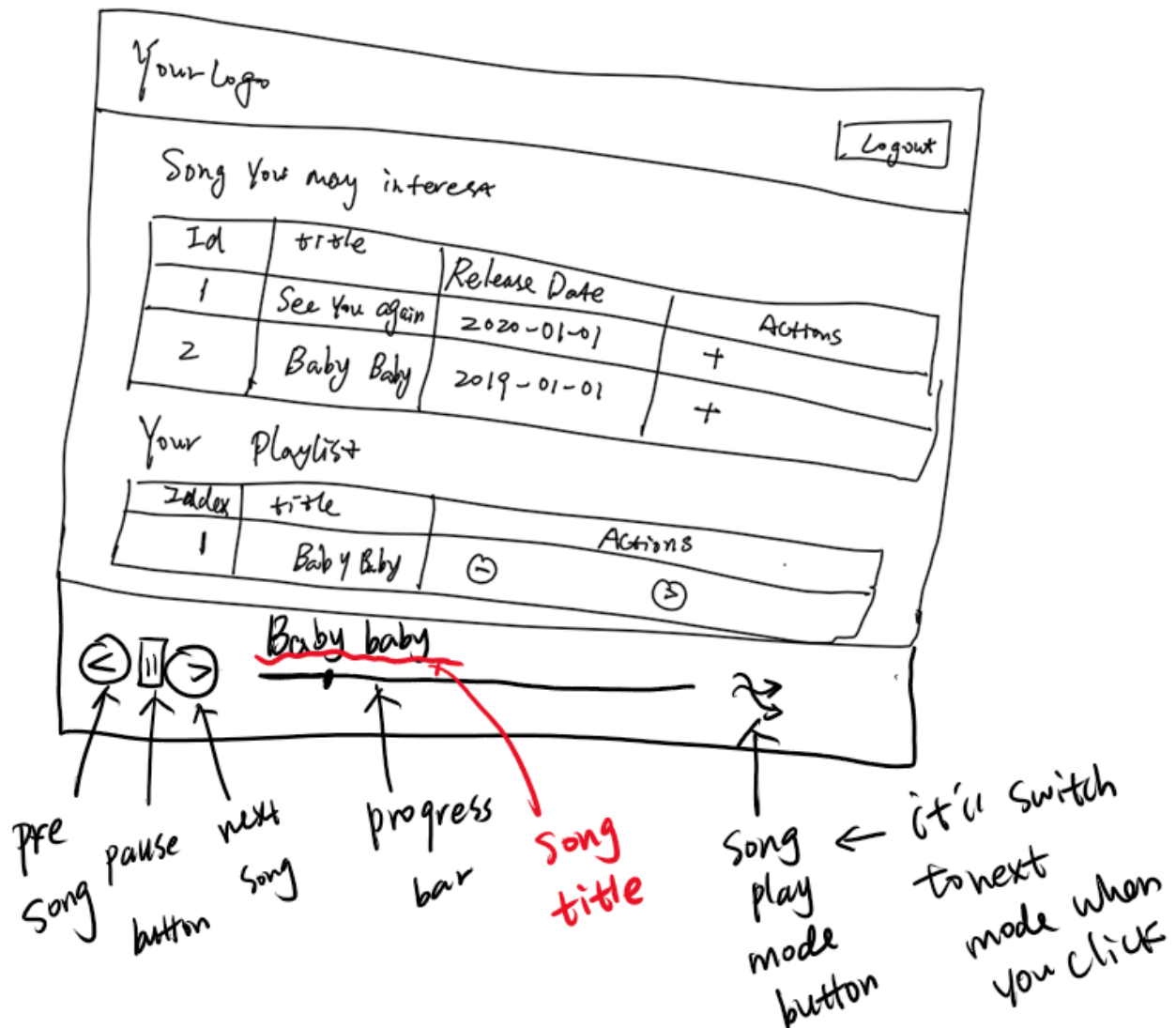
1. The client and server side are separated project. We'll use in-memory database for this project.
2. You need to make the client project design like the screenshots.
3. There's a login page, user can put username/password to login. All other requested need to be authenticated. You can hard code several users in DB. If username and password doesn't match, display "Error" message to user.
 - a. Here is the idea on how you implement the login feature:
 - i. When use clicks login button with username and password, if you can find the user with correct password, generated a string with current datetime with username, then send back to client side
 - ii. In the client side, get the generated string, store it in session storage.
 - iii. For all the remaining requests, always pass the generated string located in session storage to server side. And server side verify if it has a string with the request. If has, allow access, if not, redirect to login page.



4. Once user logs in, they can see a table of song list and their playlist if they created before.



5. User can add new songs to their playlist, can also remove songs from their playlist.
6. Different user should see different playlist.
7. There's a logout button. Once user logs out, see the login page again.
 - a. Here is the idea of implementing logout
 - i. Remove the string from session storage.
8. More features
 - a. Click "Play Song" button to play a song.
 - b. Click "pause/play" button can pause or resume songs.
 - c. Click "Pre or Next" button to play previous or next song.
 - d. Can change play mode (repeat 1 song, repeat playlist one by one, shuffle playlist).
 There's one button displayed on the page, by default is play songs in the playlist one by one, when click the button first time, it switches to shuffle playlist mode, which plays songs randomly, click the button second time, it switches to repeat 1 song mode, which means after the song finishes playing, it keeps playing the same song. Click button third time, it goes back to repeat playlist mode which means it automatically plays next song in the playlist after current songs finishes.



9. You need to have two projects (one is client, one is server side), the two projects should talk only via fetch & REST APIs. All the songs(*.mp3 or other type of music) should only be stored on sever side.
10. What to submit: The github link of your project. Only 1 person submits per group.