MIT App Inventor

Creating Media Player Application

Music Player

Aim:

Listening to music on an Android phone is one of the greatest pleasures. Android phones normally have a music player app installed, by default, apart from which there are many custom-made music players available in Google Play Store. This application shows you how to create a simple music player application with three buttons using MIT App Inventor 2.

Components:

- Screen
- Button
- Horizontal arrangement
- Player

Screen:

Top-level component containing all other components in the program.

Button:

Buttons are components that users touch to perform some action in your app. Buttons detect when users tap them. Many aspects of a button's appearance can be changed. You can use the Enabled property to choose whether a button can be tapped.

Horizontal Arrangement:

Use a horizontal arrangement component to display a group of components laid out from left to right. This component is a formatting element in which you place components that should be displayed from left to right.

Player: -

Player is a non-visible component that plays audio or video and controls phone vibration. The name of a media file is specified in the Source property, which can be set in the Designer or in the Blocks Editor.

Designer Part:

If you don't have any projects created in App Inventor, you will land in the Projects View.
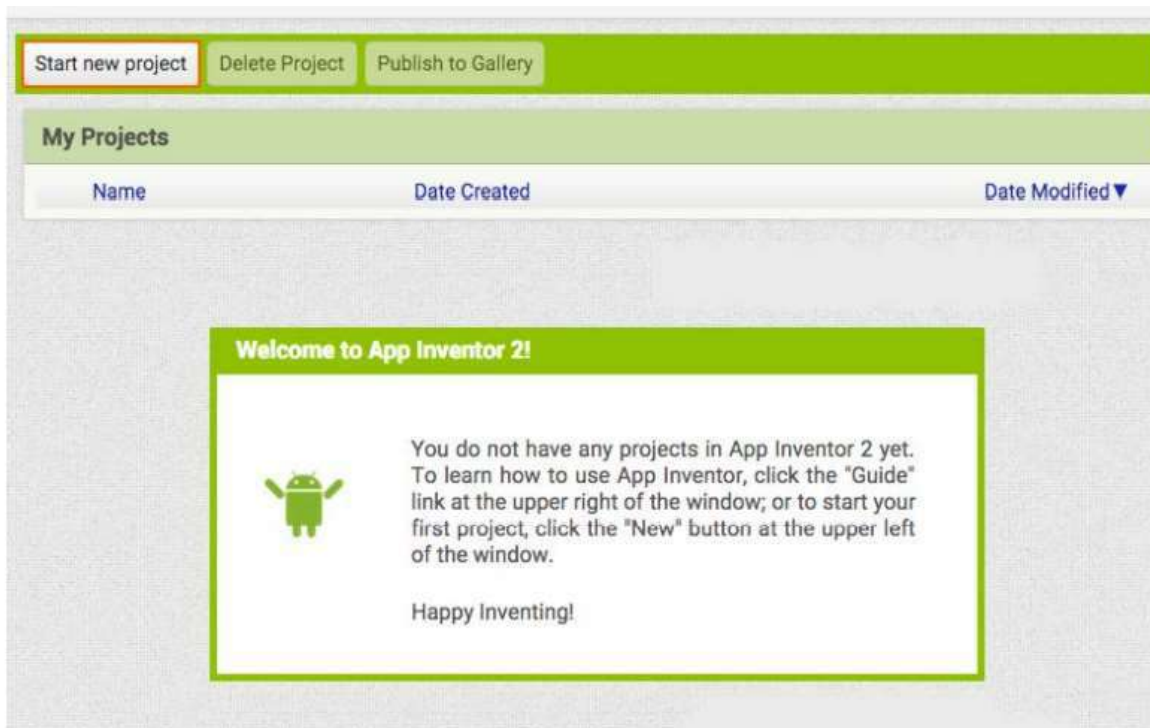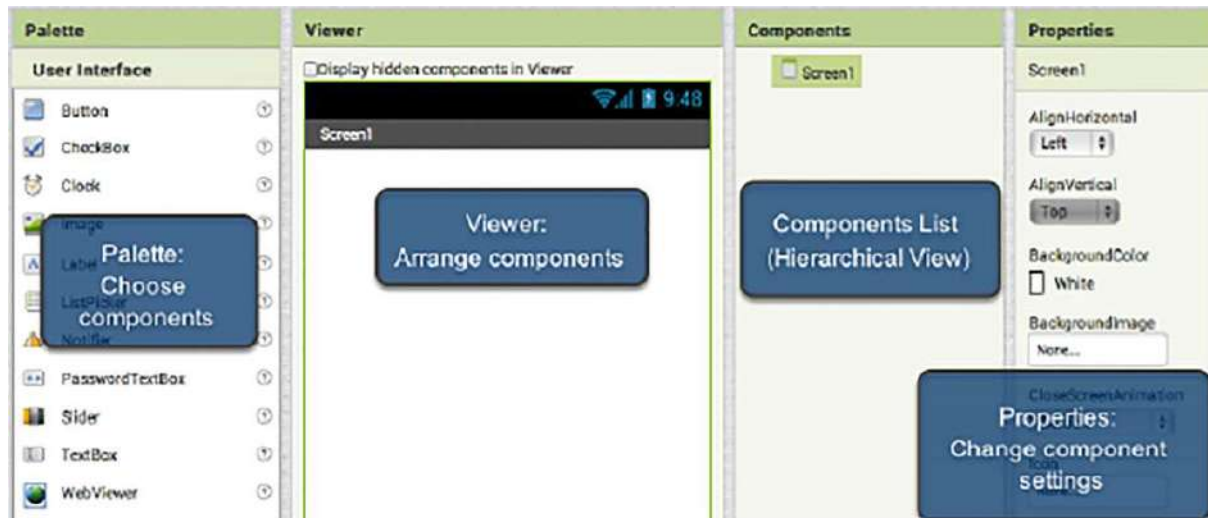

Start a new project by clicking the "Start new project" button.

Name the project "Player" (no spaces)
Type in the project name (underscores are allowed, spaces are not) and click OK.

The "Designer" is where you create the Graphical User Interface (GUI) or the look and feel of your app. You choose components like Buttons, Images, and Text boxes.
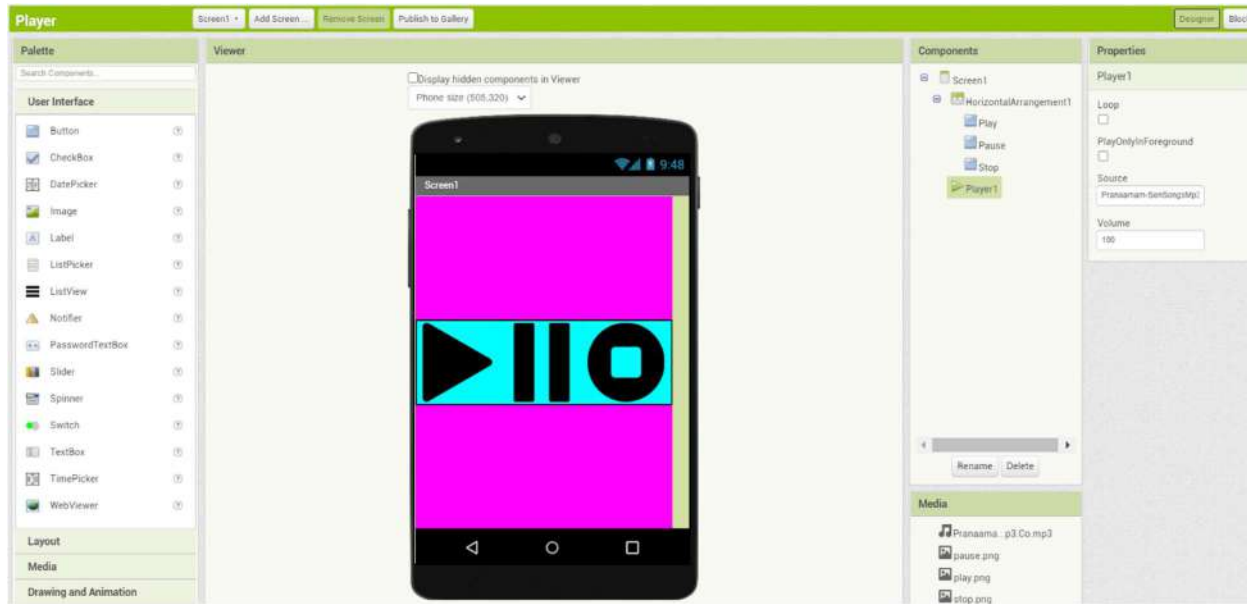
After taking a screen from User Interface here we have kept a picture like a play, stop and continue.

Add three Buttons: -

Click and hold on the word "Button" in the Palette. Drag your mouse over to the Viewer. Release the mouse. A new button will appear on the Viewer.
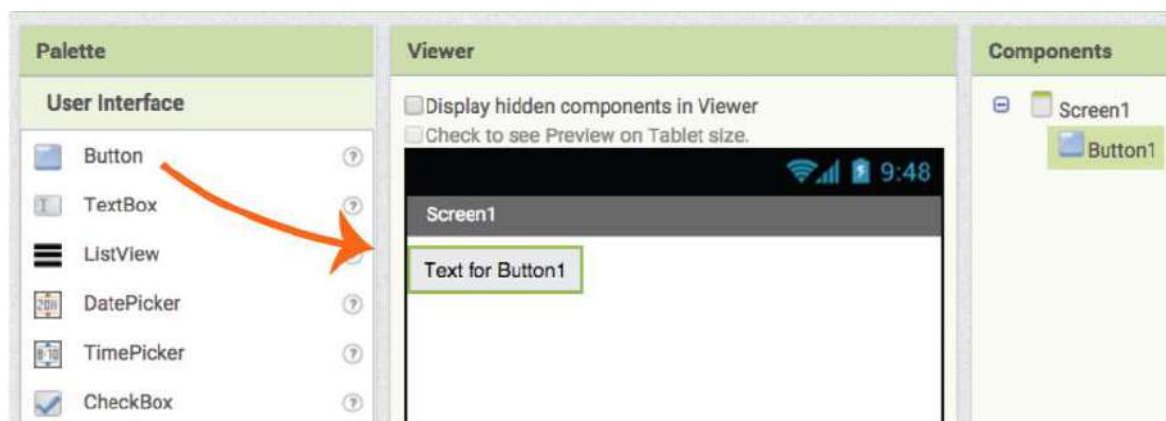
And we can rename the text on the button. In this project we are changing that name to as Play, Pause and Stop.

Firstly, here we added three buttons for Play, Pause and Stop after we have taken Player which is used to store audio files or video files.

Switch over to the Blocks Editor:

It's time to tell your app what to do. The Blocks Editor is where you program the behaviour of your app. Click the button "Blocks" to move over to the Blocks Editor. You will often toggle between the Designer and Blocks Editor as you develop apps.

Blocks Editor: -

There are Built-in blocks that handle things like math, logic, and text. Below that are the blocks that go with each of the components you add to your app. In order to get the blocks for a certain component to show up in the Blocks Editor, you first add that component to your app in the Designer.

Play: -

When you click on play button in our application it just starts whatever the audio or video file we have from our storage device.
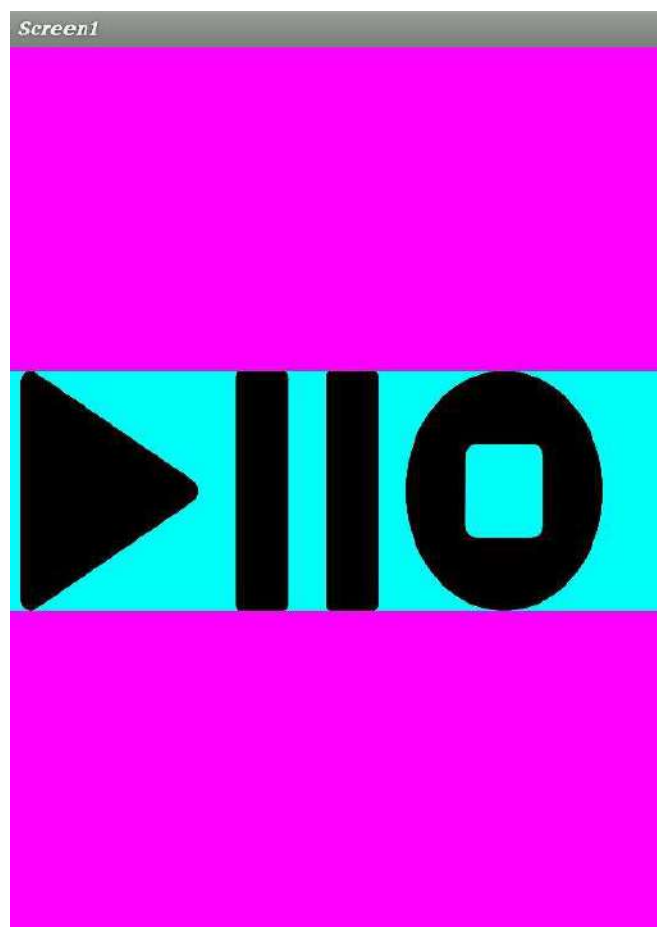
Stop: -

When you click on Stop button it stops the whatever the audio file you stated.

Pause: -

When you click on Pause button it stops the audio file at specific point.

Output:

Conclusion:

In the above screen our output will display. We just use those three buttons as per our requirement.

THANK YOU