

# CAPSTONE\_PROJECT JUKE BOX

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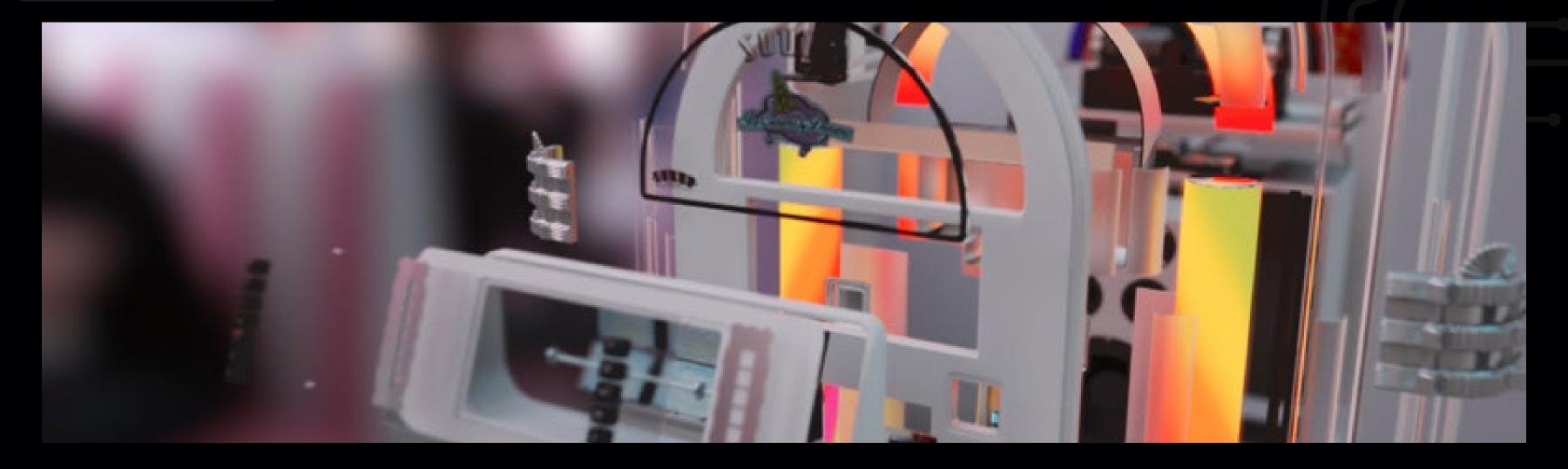
## WELCOME TO JUKE BOX

#### CONTENTS

- WHAT IS JUKE BOX
- FLOW OF ANALYSIS
- CONCEPTS USED IN PROJECT
- TECHNOLOGIES USED
- PROJECT OVERVIEW







## WHAT DO YOU KNOW ABOUT JUKE BOX?

A Juke Box is a partially automated music-playing device, usually a coin-operated machine, that will play a patron's selection from self-contained media



## FLOW OF APPLICATION

01

USER LOGIN OR SIGN IN 02

DISPLAY HOME PAGE

03

SHOW ALL SONGS LIST

04

SEARCH SONGS BY SINGER











## FLOW OF APPLICATION

05

SEARCH SONGS

BY SONG NAME

07

CREATE

**PLAYLIST** 

09

PLAY SONGS

FROM PLAYLIST

06

SEARCH SONGS

BY GENERE

80

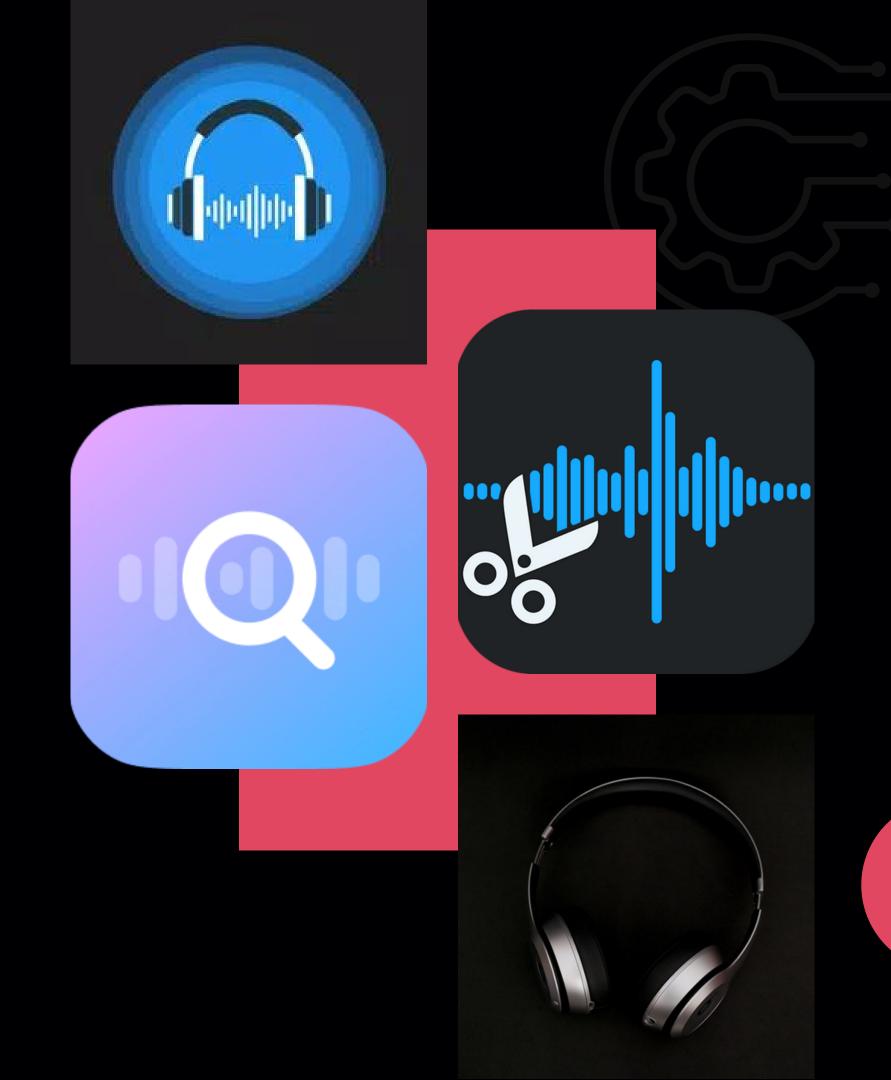
ADD SONGS TO

**PLAYLIST** 

10

**EXIT FROM** 

**APPLICATION** 





### CONCEPTS USED IN PROJECT

#### **JDBC**

01

• JDBC is a "JAVA DATABASE CONNECTIVITY" which is a standard application programming interface (API) that allows Java programs to access database management systems.

03

#### LAMBDA EXPRESSION

- A lambda expression is a short block of code which takes in parameters and returns a value.
- Lambda expressions are similar to methods, but they don't need a name and they can be implemented right in body of method.

05

#### UNIT TESTING

- The purpose of unit testing is to test the correctness of isolated code. A unit component is an individual function or code of the application.
- White box testing approach used for unit testing and usually done by the developers.

02

#### COLLECTION

- The Collection in Java is a framework that provides an architecture to store and manipulate the group of objects.
- It can achieve operations that you perform on a data like searching, sorting, insertion, manipulation, and deletion

04

#### **EXCEPTION HANDLING**

• The Exception Handling in Java is one of the powerful mechanism to handle the runtime errors so that the normal flow of the application can be maintained.

06

#### LOOPS & CONTROL STATEMENTS

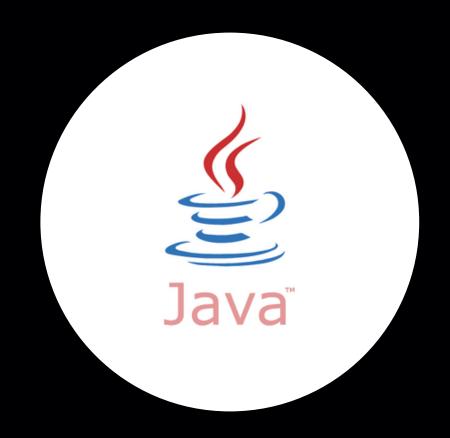
- Looping in programming languages is a feature which facilitates the execution of a set of instructions/functions repeatedly while some condition evaluates to true.
- Java provides three ways for executing the loops.



## TECHNOLOGIES USED



INTELLIJ IDEA JAVA IDE WORK BENCH



JAVA
PROGRAMMING LANGUAGE



MY SQL DBMS





### PROJECT OVERVIEW

- The main purpose of this Juke Box project is to ease the user to play music.
- Also by this Juke Box user can easily create playlist and add songs into it.
- This project also provide privacy by creating account.
- User also can search easily due to alphabetical sorting of songs list provided in Juke Box



## ANY QUESTIONS...

**ASK IF ANY DOUBT....!!!** 



Programmers are very important.







## THANK YOU

C A P S T O N E \_ P R O J E C T