



PROJECT

# CAPSTONE\_PROJECT

## JUKE BOX

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PROJECT

# WELCOME TO JUKE BOX

## CONTENTS

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





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# 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





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# FLOW OF APPLICATION

01

USER LOGIN OR  
SIGN IN

02

DISPLAY HOME  
PAGE

03

SHOW ALL  
SONGS LIST

04

SEARCH SONGS  
BY SINGER





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# FLOW OF APPLICATION

05

SEARCH SONGS  
BY SONG NAME

06

SEARCH SONGS  
BY GENERE

07

CREATE  
PLAYLIST

08

ADD SONGS TO  
PLAYLIST

09

PLAY SONGS  
FROM PLAYLIST

10

EXIT FROM  
APPLICATION







# CONCEPTS USED IN PROJECT

**01**

## JDBC

- 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.



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# TECHNOLOGIES USED



**INTELLIJ IDEA**  
JAVA IDE WORK BENCH



**JAVA**  
PROGRAMMING LANGUAGE



**MY SQL**  
DBMS



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# 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





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# ANY QUESTIONS...

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



***Programmers  
are very  
important.***





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# THANK YOU

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