

MEDIA PLAYER

Our main motto for this project was to using the java fx and graphical user interface. We also used media graphic framework from the ORACLE. It is more powerful to use the libraries from the oracle. Oracle's library is used to play both mp3 and mp4 formats music. We used the latest version of Javafx which is Javafx 9 and the latest version of JavaSE.

And oracle gives us the opportunity to work with Javafx Scene builder and Visual design tool.

We obviously used Java language for making this project using NetBeans .

After running the project it will show the a frame of the media player. Where we enriched the media player with some feature.

Features :

1. We can run different formats video and audio file through this media player.

2. We can access any type of media file through the Title bar named “File”
3. It has a good UI so that user can feel comfortable while using the media player.
4. It has both mouse and key access.

Contribution :

1. *Nazmus Shakib Shadin (17.01.04.119)* : Scene Building, Toolbar , Menu Bar , Slide Bar , Border pane . Here is some screenshots of the code:

```
45 Menu m1 = new Menu("File");
46 m1.setStyle("-fx-text-base-color: white");
47 Menu m2 = new Menu("Open");
48 m2.setStyle("-fx-text-base-color: black");
49 Menu m3 = new Menu("Quit");
50 m3.setStyle("-fx-text-base-color: black");
51 m3.setOnAction((event) -> { stage.close(); });
52 m1.getItems().addAll(m2,m3);
53 mb.getMenus().add(m1);
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9 //SliderBar
10 Double time = mpl.getTotalDuration().toSeconds();
11 mpl.currentTimeProperty().addListener((ObservableValue<? extends Duration> observable, Durat
12 -> {
13     sl.setValue(newValue.toSeconds());
14 });
15 sl.setOnMouseClicked((MouseEvent mouseEvent)
16 -> {
17     mpl.seek(Duration.seconds(sl.getValue()));
18 });
19 sl.maxProperty().bind(Bindings.createDoubleBinding(() -> mpl.getTotalDuration().toSeconds(),
20
21
22 if(file!=null)
23 {
24     mpl.play();
25 }
26 });
27
28 fc.setTitle("Open file");
29
30 //Value of Volumebar
31 vs.setValue(1);
32 vs.valueProperty().addListener((Observable observable)
33 -> {
34     mpl.setVolume(vs.getValue());
35 });

```

2. S.M. Yakub (17.01.04.126) : Play() , pause() , stop() , forward() , backward() , FullScreen, UI icons.
Here is some screenshots of the code:

```

114 vs.setTranslateX(1000);
115 Image i1 = new Image("images\\play.png");
116 ImageView b1 = new ImageView(i1);
117
118 b1.setStyle("-fx-border-color: white");
119 b1.setTranslateX(50);
120 b1.setOnMousePressed((event)->
121 {
122     mpl.play();
123 });
124
125
126 Image i2 = new Image("images\\pause.png");
127 ImageView b2 = new ImageView(i2);
128 b2.setTranslateX(200);
129 b2.setOnMousePressed((event)->
130 {
131     mpl.pause();
132 });
133
134
135 Image i3 = new Image("images\\stop.png");
136 ImageView b3 = new ImageView(i3);
137 b3.setTranslateX(350);
138 b3.setOnMousePressed((event)->
139 {
140     mpl.stop();
141 });
142
143
144 Image i4 = new Image("images\\forword.png");

```

```

143
144     Image i4 = new Image("images\\forward.png");
145     ImageView b4 = new ImageView(i4);
146     b4.setTranslateX(500);
147     b4.setOnMousePressed((event)->
148     {
149         mpl.setRate(2);
150     });
151
152
153     Image i5 = new Image("images\\normal.png");
154     ImageView b5 = new ImageView(i5);
155     b5.setTranslateX(650);
156     b5.setOnMousePressed((event)->
157     {
158         mpl.setRate(1);
159     });
160
161
162     Image i6 = new Image("images\\back.png");
163     ImageView b6 = new ImageView(i6);
164     b6.setTranslateX(800);
165     b6.setOnMousePressed((event)->
166     {
167         mpl.setRate(0.5);
168     });
169

```

Helping Hand:

We took some help from both google and you tube in making this project. Here are some links from where we took help :

GOOGLE:

1. <https://examples.javacodegeeks.com/desktop-java/javafx/scene/javafx-scene-builder-tutorial/>
2. <https://www.geeksforgeeks.org/tag/javafx/>

YOU TUBE:

1. <https://www.youtube.com/watch?v=78Eq67godTk>

2. <https://www.youtube.com/watch?v=sjiS4mhb0gQ>

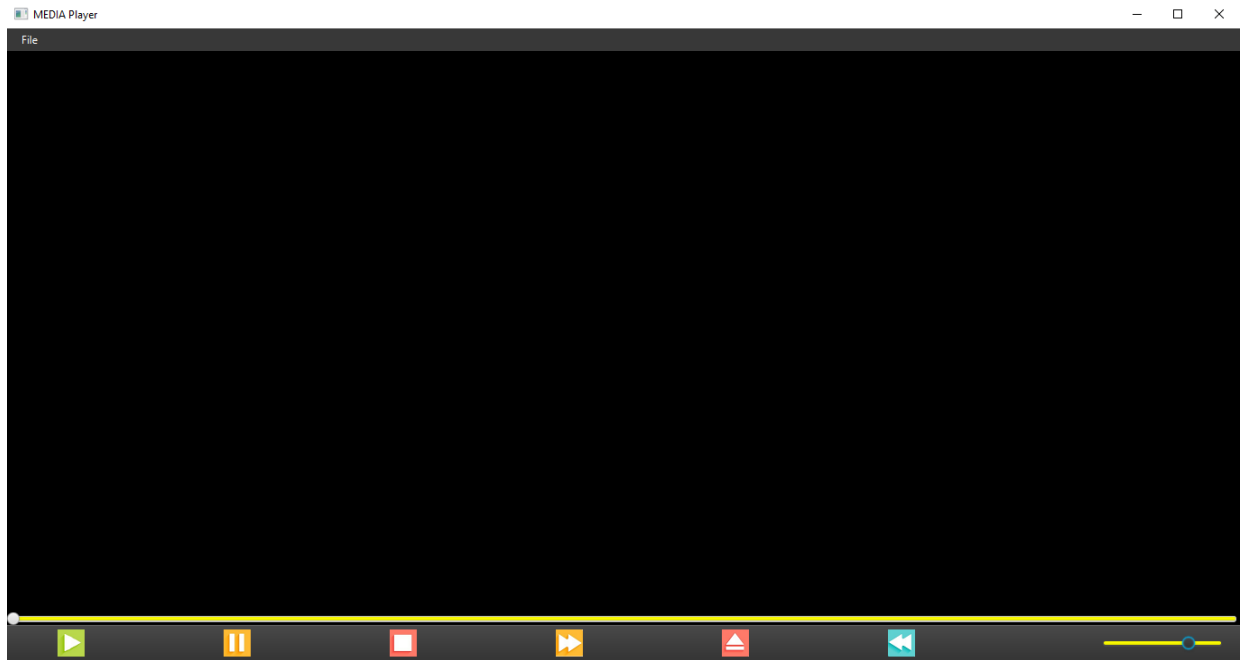
Challenges :

We faced some difficulties and challenges in making the project.

At the begging of the project we found a lot of exceptions, Like: NullPointerException , FileNotFoundException. We resolved the problems and the exceptions. Here is some snippets:

```
Exception in thread "JavaFX Application Thread" java.lang.NullPointerException
at M_Player.lambda$start$0(M_Player.java:144)
at com.sun.javafx.event.CompositeEventHandler.dispatchBubblingEvent(CompositeEventHandler.java:86)
at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:238)
at com.sun.javafx.event.EventHandlerManager.dispatchBubblingEvent(EventHandlerManager.java:191)
at com.sun.javafx.event.CompositeEventDispatcher.dispatchBubblingEvent(CompositeEventDispatcher.java:59)
at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:58)
at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.BasicEventDispatcher.dispatchEvent(BasicEventDispatcher.java:56)
at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventDispatchChainImpl.dispatchEvent(EventDispatchChainImpl.java:114)
at com.sun.javafx.event.EventUtil.fireEventImpl(EventUtil.java:74)
at com.sun.javafx.event.EventUtil.fireEvent(EventUtil.java:54)
at javafx.event.Event.fireEvent(Event.java:198)
at javafx.scene.Scene$MouseHandler.process(Scene.java:3757)
at javafx.scene.Scene$MouseHandler.access$1500(Scene.java:3485)
at javafx.scene.Scene.impl_processMouseEvent(Scene.java:1762)
```

Lets take a look at the GUI(Graphical user interface) of our Project:



Conclusion :

As Our Project have some problems , but we tried our best to make this project better and efficient.

AHSANULLAH UNIVERSITY OF SCIENCE & TECHNOLOGY



Project Report

Course Number : CSE-2100

Course Title : Software Development – II

Project Name : Media Player

Year and Semester : 2nd Year , 1st semester

Project Member : 1. Nazmus Shakib Shadin

ID : 17.01.04.119

2.S.M. Yakub

ID: 17.01.04.126