ROLL NO: 6961

Decentralized Music Streaming Smart Contract

BLOCKCHAIN PROJECT

MSC.IT (PART II)

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INTRODUCTION

Blockchain technology is transforming various industries by enabling decentralized, transparent, and secure systems. One such industry that benefits from blockchain is music streaming. Traditional music streaming platforms are centralized, which means that they control content distribution, revenue sharing, and user data. This centralization often leads to issues like unfair revenue distribution, high intermediary fees, lack of transparency, and copyright concerns.

By integrating blockchain into music streaming, we can create a decentralized music streaming service where artists have direct control over their content, revenue is distributed fairly, and users enjoy a transparent and trust less ecosystem.

PURPOSE

The purpose of a decentralized music streaming platform is to leverage blockchain technology to create a fair, transparent, and secure music distribution ecosystem. Traditional music streaming services are controlled by centralized entities that take a sizeable portion of the revenue, leaving artists with minimal earnings and limited control over their content. Decentralized music streaming aims to empower artists and listeners by eliminating intermediaries and ensuring fair compensation for creators.

OBJECTIVE

A Decentralized Music Streaming Smart Contract aims to create a trust less, transparent, and fair ecosystem for artists, listeners, and stakeholders in the music industry. By leveraging blockchain technology, smart contracts ensure secure transactions, automated royalty distribution, and direct artist-to-fan interactions without intermediaries.

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SYSTEM REQUIREMENTS

- Hardware Requirements: Computer with internet access
- Software Requirements: Remix Ethereum IDE

OPERATIONS / FEATURES

1. Inputs for add Song ()

The function addSong(string _name, string _artist, uint _price, string _ipfsHash) requires:

- 1. $_{name} \rightarrow The song name$
- 2. _artist → The artist's name
- 3. _price → The price in wei (smallest unit of ETH)
- 4. _ipfsHash → The IPFS CID (hash) of the song file

2. Input for get Song Details ()

Input for getSongDetails()

The function getSongDetails(uint _songId) requires a song ID as input to fetch song details.

3. Get User Song

getUserSongs() Function

The function <code>getUserSongs()</code> does not require any input parameters. It simply returns a list (an array) of the song IDs that the calling address (i.e., <code>msg.sender</code>) has purchased.

4. Owner

owner

The owner variable in your **DecentralizedMusicStreaming** contract is a **public address** that represents the contract's owner (the account that deployed the contract).

5. Song Price

When calling the addSong() function, you need to provide the song's price as a uint value in wei (the smallest unit of ETH).

6. Song

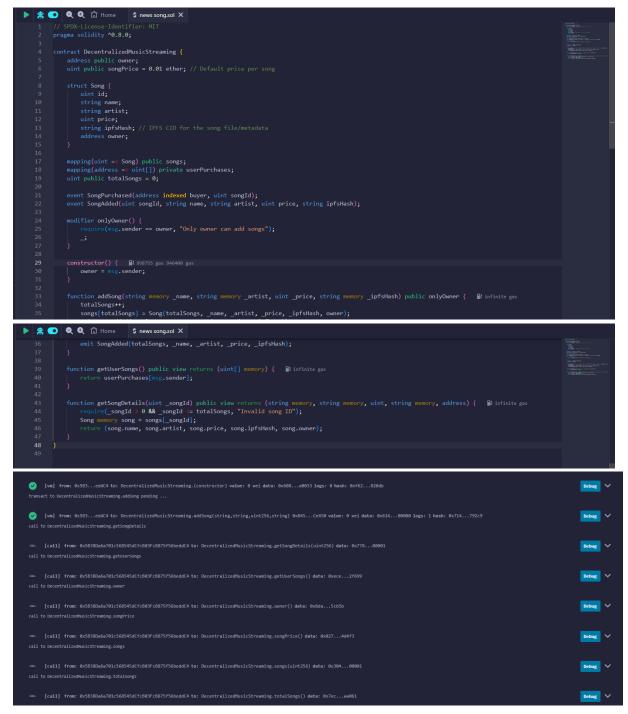
The <code>getSongDetails()</code> function in the contract actually returns 5 values (name, artist, price, ipfsHash, owner). However, if you access the public <code>songs</code> mapping directly, you might see all 6 fields, including the <code>id</code>.

7. Total Song

The totalSongs variable keeps track of the total number of songs added to the smart contract.

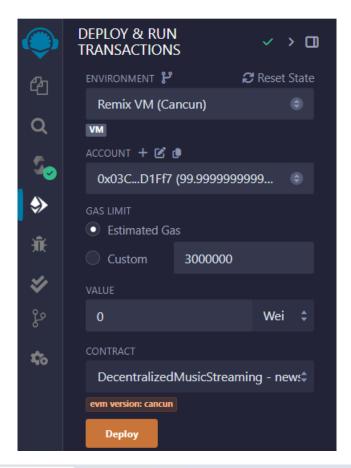
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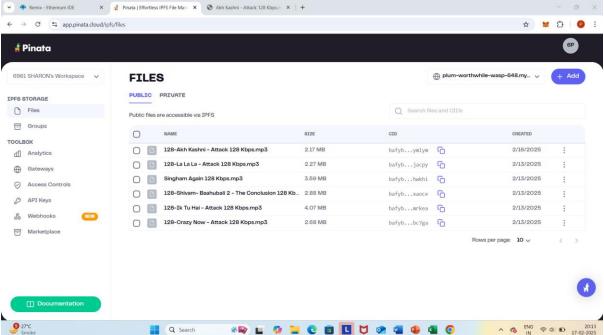
CODE



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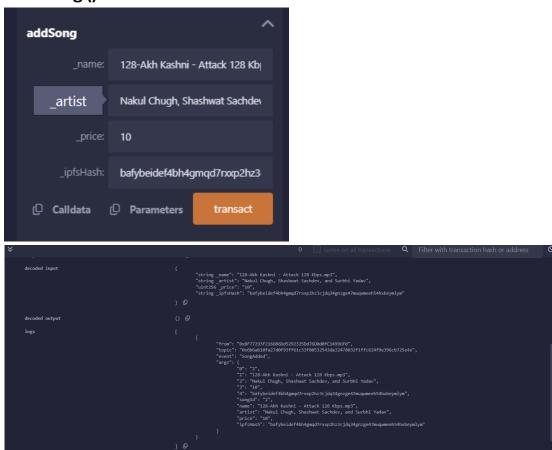
OUTPUT



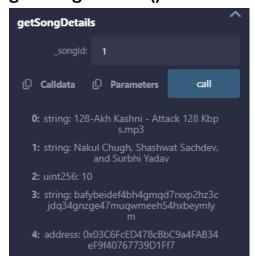


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1. add Song ()



2. get Song Details ()



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3. Get User Song



4. Owner

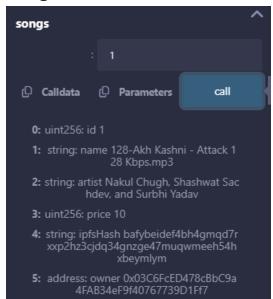


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5. Song Price



6. Song



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7. Total Song



