

IN HOUSE PROJECT
ON
SANGEET
(ANDROID APPLICATION DEVELOPMENT)
PROJECT REPORT
SUBMITTED TO
DEPARTMENT OF COMPUTER SCIENCE
(ASET)

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STUDENT DECLARATION

I, Shubham Kathuria, student of B.Tech CSE, hereby declare that the project titled SANGEET which is submitted by me to the Department of Computer Science, Amity School Of Engineering and Technology, Amity University, Sec 125 Noida, Uttar Pradesh in partial fulfillment of requirement for the award of the degree of Bachelor of Technology in Computer Science, has not been previously formed the basis for the award of any degree, diploma or other similar title or recognition.

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CERTIFICATE BY FACULTY GUIDE

This is to certify that Mr. Subham Kathuria, student of B.Tech in CSE has carried out the work presented in the project of the In-House Project entitle Sangeet a part of Second year program of Bachelor of Technology in CSE from department of computer science (ASET) Amity University, sec-125, Noida, Uttar Pradesh under my supervision .

Mr Roshan Lal Chhokar

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The conclusion of my term paper is a wonderful moment to reflect and think of all the people who helped me get to this point . This long process of learning and growing would have not been possible without the encouragement of my faculty guide Mr Roshan Lal Chhokar who guided me through this entire program while giving me enough reign to find the path in my own way . He mentored me all through and led me to take this topic for my term paper .

I also take this opportunity to thank all those, who helped me indirectly with my project report and lastly I would also like to thank my family and friends for their constant support and encouragement .

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ABSTRACT

This project report is about building an application on android studio for an android operating system which solves the problem of complex functions and large required memory of mobile phone music player on the current market, a new music player of simple, convenient, less required memory as well as user-friendly is developed. Based on the Android technology, using the Java language and Eclipse programming tools lead to design and coding of music player. The new design mainly realizes six core functions including main play interface, playlists, menus, play settings, file browsing and song search. This player has merits of high performance, simple operation, and run independently on the Android mobile devices. At the same time, the player can also browse and access files in mobile phones.

Music is Associate in nursing kind and cultural activity whose medium is sound organized in time. The creation, performance, significance, and even the definition of music vary in step with culture and social context. Music may be a sort of art.

Music is additionally a sort of diversion that puts sounds along in an exceedingly method that folks like or realize fascinating. Most music includes folks singing with their voices or taking part in musical instruments, like the piano, guitar, or drums.

INTRODUCTION

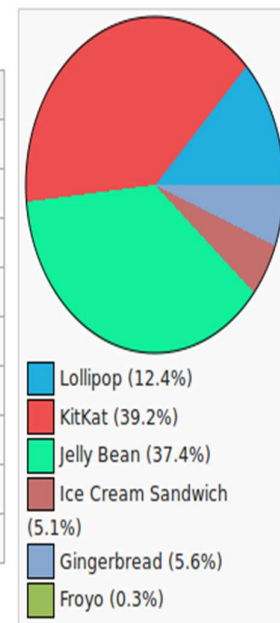
Android's application on mobile terminals also completely broke the traditional understanding of the mobile terminals. And appreciate music is one of the best ways to relieve pressure in stressful modern society life. Therefore, many kinds of mobile phone players are also developed. However, a lot of players devote to fancy appearance and function, while caused resources wasting to the user's mobile phone, such as large required memory and CPU, which brings a lot of inconvenience as multiple programs running at the same time. For the most ordinary users, many functions are useless. The purpose of this article is to develop a player which can play the mainstream music file format. To browse and query the storage space as well as operation of adding, deleting, and playing can be realized. Meanwhile, this software can play, pause and select songs with latest Button and next Button according to users' requirement as well as set up songs' order and etc.

Music player based on Android application is popular in the market at the present. The completing development of Android operating system gives developers a nice platform, which can Learn the popular computer technology combining with Learned knowledge, and master the latest knowledge, enrich oneself, and enjoy entertainment.

ANDROID OVER THE YEARS

Android is an open source operating system which means that its code is easily accessible to everybody . It is one of the most popular operating systems and over years has gone through some huge changes and evolutions to become the system that we are familiar with .

Version ↕	Code name ↕	Release date ↕	API level ↕	Distribution ↕
5.1.x	<i>Lollipop</i>	March 9, 2015	22	0.8%
5.0.0-5.0.2		November 3, 2014	21	11.6%
4.4.0-4.4.4	<i>KitKat</i>	October 31, 2013	19	39.2%
4.3.x	<i>Jelly Bean</i>	July 24, 2013	18	5.2%
4.2.x		November 13, 2012	17	17.5%
4.1.x		July 9, 2012	16	14.7%
4.0.3-4.0.4	<i>Ice Cream Sandwich</i>	December 16, 2011	15	5.1%
2.3.3-2.3.7	<i>Gingerbread</i>	February 9, 2011	10	5.6%
2.2	<i>Froyo</i>	May 20, 2010	8	0.3%



Android versions with their respective API's

Android was first created by Andy Rubin in 2003 basically for the purpose of smart cameras and until 2005 Google purchased android and HTC became the first company to launch an android device . It's another remarkable production was the Google play store known as market back then .

Android now being a full-fledged operating system is now six years old that has been developed over years in its various versions released from first major release of cupcake version 1 . 5 in April 2009 to marshmallow version 6 in marshmallow version 6 in October 2015 .



ANDROID STUDIO

Android studio is the official IDE (Integrated Development Environment) for development of applications in android platform released first on 16th day of may in 2013 .

Features

- i) Gradle based build support
- ii) Quick fixing and refactoring
- iii) lint tools for catch performance
- iv) A rich layout editor
- v) Template based wizards for application designing
- vi) Built in support for Google cloud platform
- vii) Android virtual device (emulator) to run and debug apps

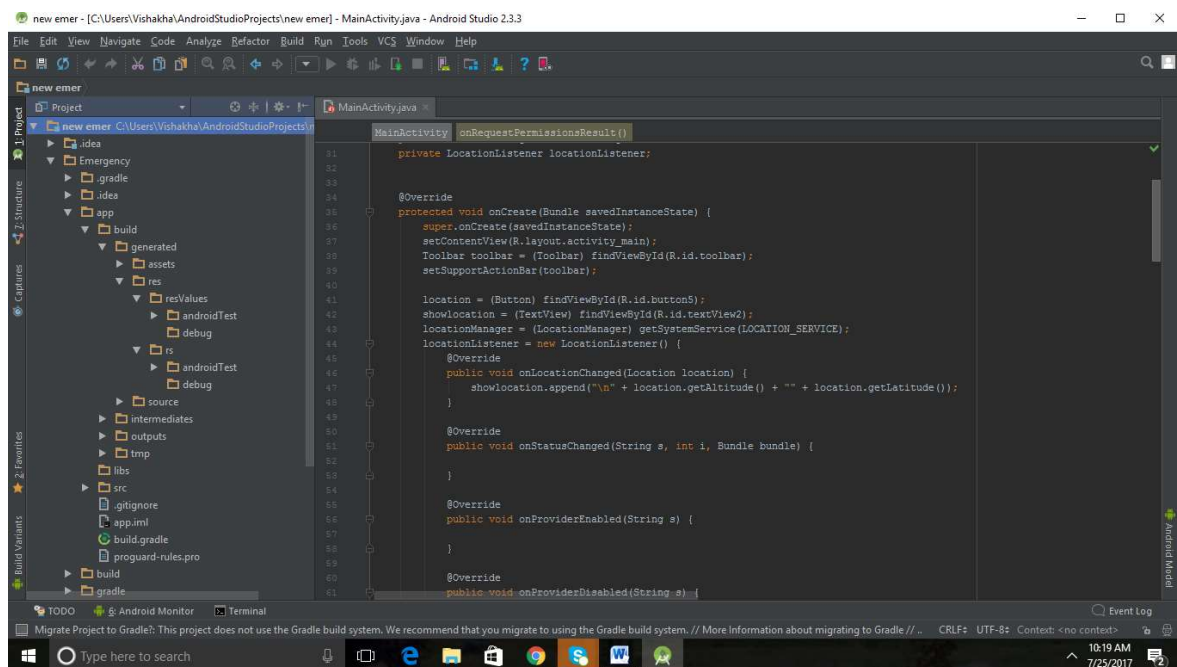
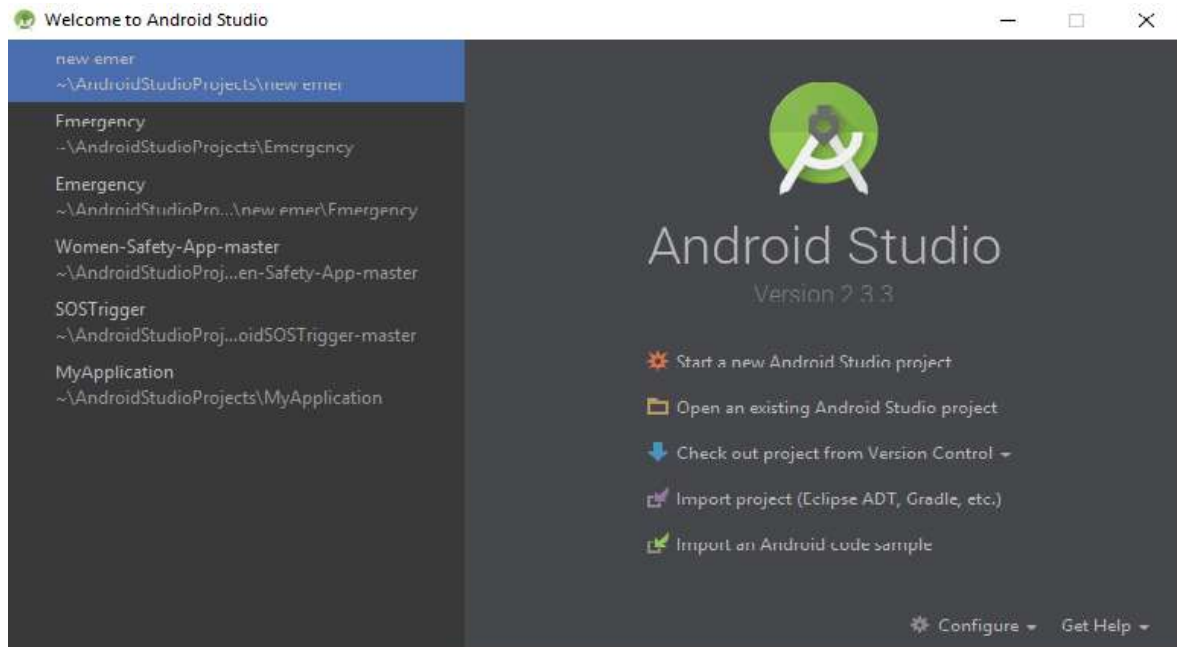
Description

OS version: Windows 7 or later, Mac OS X 10 . 9 . 5 or later

RAM: 3GB RAM minimum, 8GB RAM recommended plus 1GB for emulator

JAVA Version: Java Development Kit (JDK) 8

Screen Resolution: 1280x800 (min)



SANGEET

Name: Sangeet

Field: Entertainment

Software Used: Android Studio

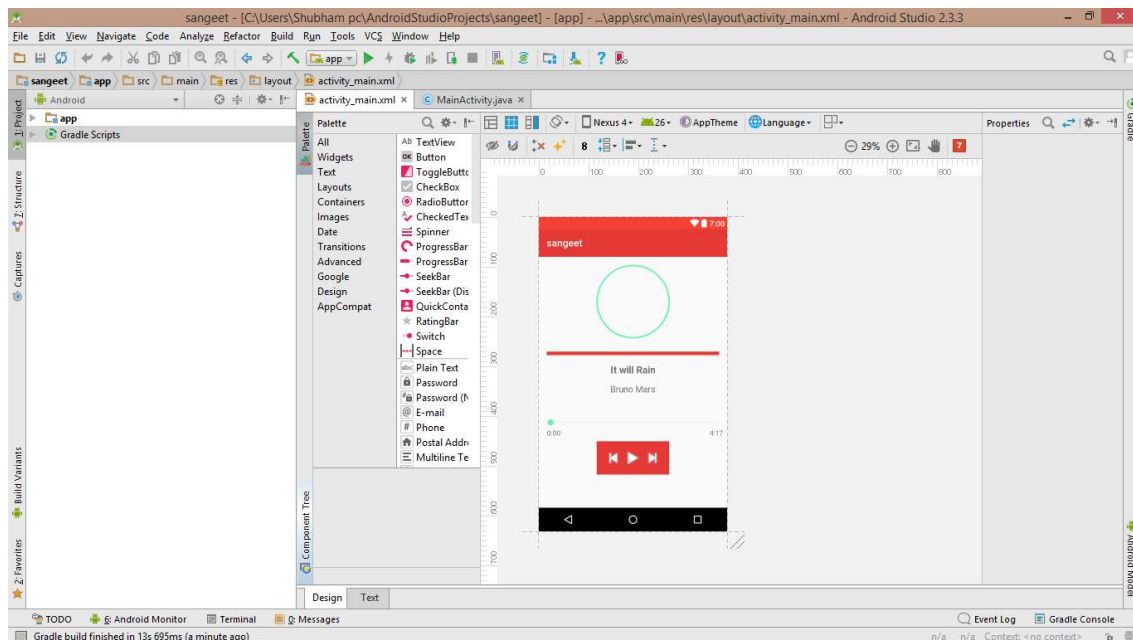
Operating System: Android

This application was designed on android studio for the field of entertainment having three basic buttons named previous , play and next which whose functions will further explained . Before the buttons are displayed the screen flashes a welcome message called Hello World .

It's an application which facilitates the user to store music in sangeet and play his desired songs . It has some of the simplest designs and makes it a very user friendly application . There are no complicated functions in the app which makes it fuzzy to understand instead makes it easy for user to operate . We can add n number of songs to the box and make playlists and then choose a desired one to play or even simply store songs in the box and play the selected one .

BASIC LAYOUT

Basic layout contains a welcome message which flashes Hello World which is followed by three buttons as shown in the picture below .



FEATURES

Buttons used

Each button is used for controlling the playing the tracks

- i) Previous – This is a button when clicked instantly plays the just previously played song .
- ii) Play/Pause – This is a button which plays the selected track, or even stops/pauses the track presently being played
- iii) Next – This button stops the track which is presently being played and moves to the next track in queue .

The App Starting module of the player in the project is introduced, as well as the Android engineering program structure, etc .

Introduction of AppStarting module in the project Any AppStarting needs AndroidManifest . XML file to start . And any new project content will automatically generate an AndroidManifest . XML file .

Configuration files are the core of the whole program, which contains the Android SDK version, and the default Activity in program running . The systems will automatically looking for a logo in AndroidManifest to react the corresponding operation when any component of the program triggers events . To define the system, the first thing is launching the Activity: Android Activity . There are properties such as action and category in < intent - filter > . Most of these are the default values of the system . Setting the action and category realize the switch between different Activities . When any

components of the program is about to use, declaration must be in the Android Manifest . Xml files . To be clear that authorities must be illustrated as the statement of provider . Each component has a lot of attributes; the program will define different attributes according to different needs . Introduction of engineering program structure The basic structure content of Android project includes: the SRC (source code), gen (constant that Android system automatically generates), res (resource file), and the layout of file and pictures in the main storage program interface .

RESULTS AND FUTURE SCOPE

The application runs successfully with all its features functioning properly .

Future scope of this application lies in where we can access permissions from internet and play songs directly from the web as well we can introduce videos of every track played . All extra that will be needed is an internet connection and we may no longer have to download the tracks that occupy a lot of space . Introduction of these two features will make the application more user friendly and as well increase the number of features .

We will add a playlist option which would be of great use and make the access easy . We would make the downloading of songs feasible from the internet and add online streaming option to save memory and make this application reliable .

This is some of the most basic applications developed and quite a number of such have been developed before .

CONCLUSIONS

Through the development of music player on Android platform, we get a clear understanding of overall process of the system . The core part of the music player is mainly composed of main interface, playlists, menus, play Settings, file browsing and song search .

Grasping the development of the six parts, the music player has had the preliminary scale . Based on the function of the six categories, add some other small features . Music player system realized the basic function of player: play, pause, and stop, up/down a, volume adjustment, lyrics display, play mode, song search, file browser, playlists query, and other functions . This development implicated the popular mobile terminal development technology . This is the combination management of Java language in the open source mobile platform based on linux system+ + SQLite database support+ Share Preference configuration file . The system realized the music player programming . This design of music player based on Android system requires elaborate design of the music player framework, by adopting Eclipse3.5 + Java language as technical support of this system, with the Android plug-in tools, and combination of Android SDK2.1 version lead to the comprehensive and smoothly design and development of the mobile terminal .

REFERENCES

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