*A Mini Project Synopsis on*

# Music Player

**S.E. - I.T  Engineering**

## Submitted By

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# CERTIFICATE

This to certify that the Mini Project report on **Music Player** has been submitted by **Soham More**(21104042), **Ronit Naik** (21104083) and **Rohit Nigade** (21104101) who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2022-2023** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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# **ACKNOWLEDGEMENT**

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# Chapter 1

## INTRODUCTION

In modern society, people live a fast-paced life, and pressure is constantly present in lives. Due to the wide use of mobile phones, music has become the daily essential spiritual food, everyone's mobile phone inside there must be a music player. An application like MP3 music players is used to balance stress and happiness. It accompanies people anytime, anywhere and anyplace such as when people taking the bus and exercising. Since many developers realize that modern urbanites are living in a stressful situation, they have captured the commercial opportunity, therefore many similar applications have emerged in the market. These applications have easy-to-use interfaces and features that make the user experience better. Since many developers realize that modern urbanites are living in a stressful situation, they have captured the commercial opportunity, therefore many similar applications have emerged in the market. These applications have easy-to-use interfaces and features that make the user experience better.

### 1.1 Purpose

The existing music players blindly pursue fancy appearance and huge features, resulting in the high utilization rate of users' mobile phones, such as CPU and memory. Whereas, for most normal users, these kind of huge and many features are meaningless. Therefore, the purpose project is designed to dedicate to MP3 music player and it's based on NetBeans platform to optimize performance and simplify to meet user needs.

### 1.2 Objectives

Design and implementation of the music player based on Java.

1.The primary objective of this project is to implement what we've learnt throughout our course of Java programming and use that to develop a Graphical User Interface (GUI) for MP3 player with all the required functionalities.

2.This project also aims at providing a user-friendly interface to the users to let them easily use the mp3 player. This is so easy to use many of us are interested in music.

3.So many of us love to listen to music it is a stress buster to us. So, we add our favorite songs to the track we listen to it all the time.

4. Make it with a simple feature and run smoothly by using this mp3 music player will make users feel comfortable and relaxed because it will pay more attention to the features commonly used by users, excluding some rarely used features that occupy a large of system processors, making the music player lightweight, simple, but also has powerful basic features.

## 1.3 Scope

1.They are portable digital music players that play music as audio files, such as MP3. In addition, most of these devices allow to store video, pictures, and to receive radio and TV programs (podcasting).

2.To enhanced audience experience.

3. To reduce their stress and since we all have a variety of emotions; music comes in all type of styles.

4. To make it with a simple feature and run smoothly. To support mp3 media files and has the ability to play them with ease.

# Chapter 2

## 2.Problem Definition

➢ Bloated software and user interfaces.

- Due to the fierce competition between music player applications, many developers tried to add many features, advertise and content to their respective music player in order to retain their users and attract new users.

- This trend has made it harder for users to get content from their music player, which also means it's harder to filter the content that they want.

# Chapter 3

## 3.Proposed System

### 3.1. FEATURES AND FUNCTIONALITY

**Feature 1: Have the basic functionalities of music player**

- Consists of Pause/Play/Stop Features and Volume controller

- Going to next and previous in track list

- Allow the user to select only .mp3 file format songs from their local storage and play them.

- Media players typically allow users to control playback of media files or streams. This includes basic functions such as stop, play, pause, skip, edit playback speed, playback loop, shuffle the play-order of files or records, bookmark media and set media playback positions

**Feature 2:  Interactive GUI**

- Better UI design using j-frames.

- The use of j-frames is more reliable as they help in making a rich GUI even for new users. IDEs like NetBeans help in doing so as they are specially made for Swing projects.

**Feature 3:  Plays selected mp3 music files**

- User may attach Folder to Play add various media files within it.

- User may see track lists and play desired ones accordingly

- Plays selected mp3 music files

**Minor Feature- Can play .gif files as well.**

# Chapter 4

## 4. PROJECT OUTCOME

**Below are the steps to describe how a new user will execute the proposed interface.**

1.The user first execute the application, he or she needs to give the proposed application the permissions it needs to read local songs and load them into the song playlist.

2. Users can play a song by clicking on one of the songs on the playlist.

3. In the song playback interface, the user is allowed to drag the bar, as well as perform various function through the icon button.

4. The user can choose song in the track list according to their choice and can shuffle. (Can be added)

# Chapter 5

## 5. SOFTWARE REQUIREMENTS

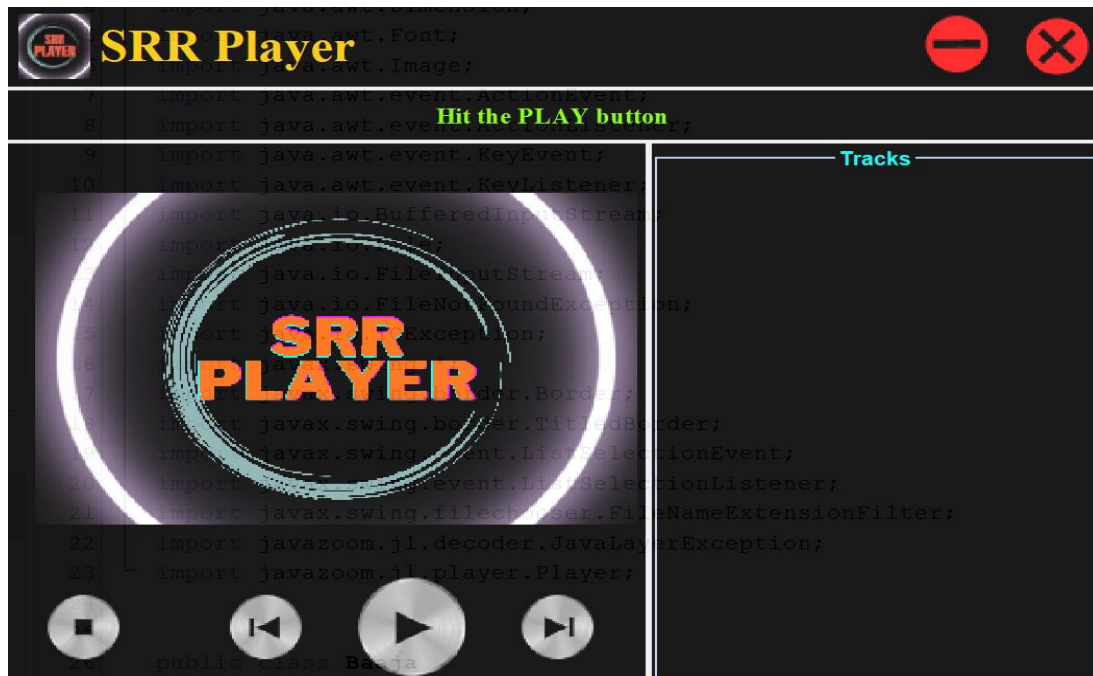Front End: 1. GUI made using j-frames in ECLIPSE IDE.

Back End: 1. NetBeans used to make the classes of j-forms.

- Classes made in NetBeans imported in the Eclipse IDE for debugging and final build.
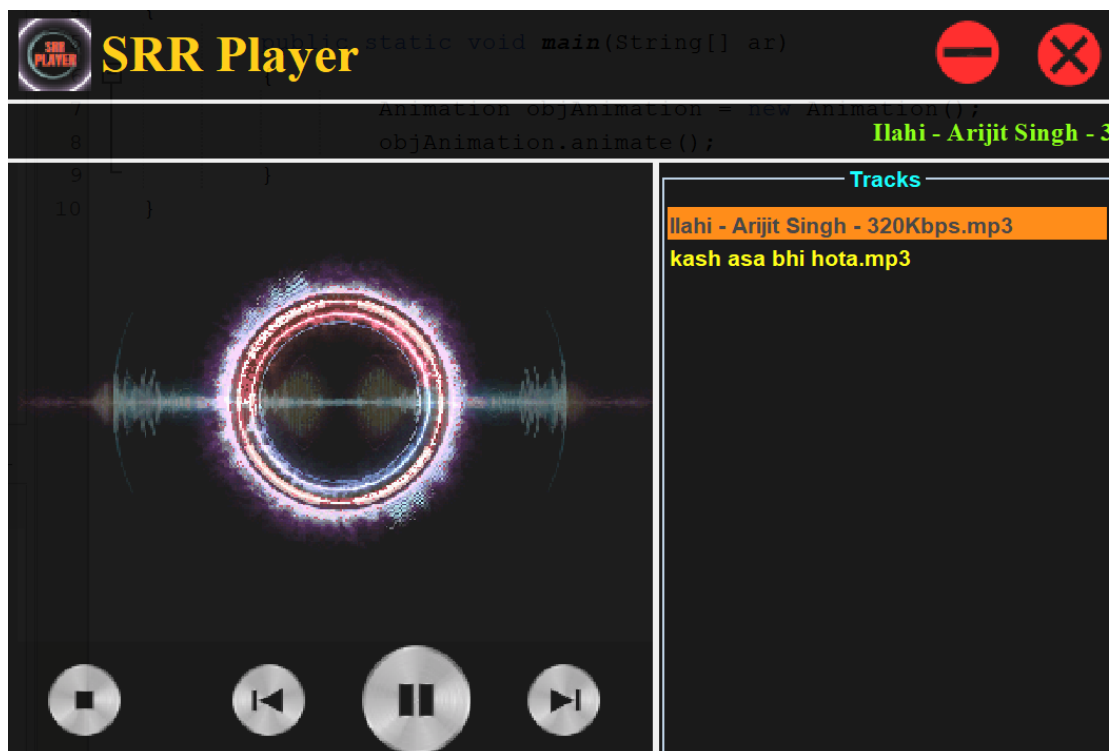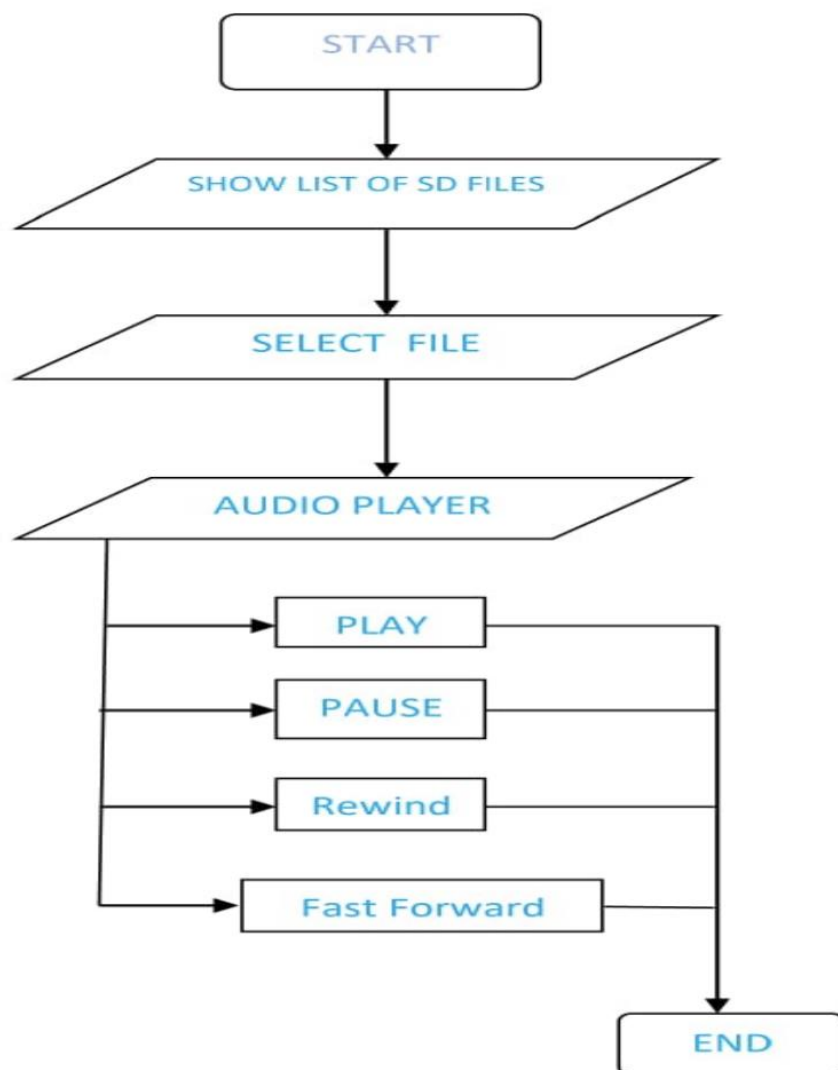
# Chapter 6

## 6. PROJECT DESIGN

EX.1)



EX.2)

**Flowchart**

# Chapter 7

## 7.Project Scheduling

## Project Scheduling

| WBS NUMB | TASK TITLE | START DATE | DUE DATE | DURATION (Weeks) | PERCENTAGE OF TASK |
|---|---|---|---|---|---|
| 1 | **Project Conception and Initiation** | | | | |
| 1.1 | Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project | 7-28-22 | 8-4-22 | 1 | 100% |
| 1.2 | Identifying the functionalities of the Mini Project | 8-4-22 | 8-11-22 | 1 | 100% |
| 1.3 | Discussing the project topic with the help of paper prototype. | 8-11-22 | 8-18-22 | 1 | 100% |
| 1.4 | Designing the Graphical User Interface(GUI) | 8-18-22 | 8-25-22 | 1 | 100% |
| 1.5 | Presentation I | 8-25-22 | 9-8-22 | 1 | 100% |
| 2 | **Project Design and Implementation** | | | | |
| 2.1 | Database Creation | 9-8-22 | 9-22-22 | 2 | 100% |
| 2.2 | Connectivity | 9-22-22 | 9-29-22 | 1 | 100% |
| 2.3 | Report Writing | 9-29-22 | 10-6-22 | 1 | 100% |
| 2.4 | Presentation ll | 10-6-22 | 10-20-22 | 2 | 100% |

# Chapter 8

## 8.Conclusion

The project covers the successful development of a decent GUI along with database connectivity.

The media player for java project is a simple application that can be used to play audio and animated gif files. The application has a basic user interface that allows the user to browse and play files from their computer. The application supports a variety of file formats, including mp3.

The application can be used to play files from a variety of sources, including the user's hard drive, a network share, or an online service. The media player for java project is a simple and easy-to-use application that should be able to meet the needs of most users.

# Chapter 9

## REFERENCES

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