

REPORT FOR JUKEBOX

PROJECT IN JAVA

1) public class MyFrame extends JFrame implements ActionListener, PlayerListener, ProgressListener

This class implements the frame of the application, consists of all the necessary components that are needed for an mp3 player and applies the logic.

CONSTRUCTOR:

`public MyFrame()`: This is the constructor method for the MyFrame class. It sets up the player, frame, file selection buttons, strategy selection buttons, and other elements of the user interface.

METHODS:

1. `public void actionPerformed(ActionEvent e)`: This method is called when a button is pressed on the user interface. It handles the actions taken when the "Choose an M3u file" button, "Choose a directory with music" button, the strategy selection buttons, or the play, pause, stop, next buttons are pressed.
2. `public void statusUpdated(PlayerEvent arg0)`: This method is called when the state of the player changes (e.g. when a song is played, paused, or stopped). It updates the user interface to reflect the

current state of the player, and if a song just finished playing, it plays the next song according to strategy.

3. `public void progress(ProgressEvent arg0)`: This method is called when the progress of the current song changes. It updates the duration label on the user interface to reflect the current time the song plays.

4. `private void chooseNextSongBasedOnStrategyAndPlay()`: This is a private method that determines and plays the next song based on the currently selected play strategy (i.e. order, loop, or random).

5. `private void newListSongs()`: This is a private method that updates the JList on the user interface to display the current list of songs and their paths.

6. `private void play()`: This is a private method that plays the current song, updates the songsPlayed array and the selectedSong label.

7. `private void initListOfSongs(ArrayList<File> temp)`: This is a private method that receives an array list of Files of songs and creates two other string arraylists with the song paths and names.

8. `private void chooseRandomSong()`: This is a private method that updates the currentSong in a random way and handles the songsPlayed array

2) public class MyFileChooser

This class implements the dialog for choosing songs either from a directory or an m3u file.

CONSTRUCTOR:

`public MyFileChooser(Frame MyFrame):` Receives a frame in which the dialog will open

METHODS:

1. `public void chooseM3u():` This is a public method that loads songs from an M3u file and returns a File arraylist with the songs.
2. `public void chooseDir():` This is a public method that loads songs from a directory of music files and returns a File arraylist with the songs.