

MUSIC PLAYER PROJECT

DOCUMENTATION

Project:- Music Player

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1. Introduction

This document explains the Music Player project developed as part of the internship. The idea behind this project was to build a simple but useful music player using web technologies. It is made with HTML, CSS, and JavaScript and gives a basic feel of how actual audio players work. The focus has been on making it clear, easy to use, and responsive on different devices.

2. Features Implemented (As per Requirements)

- A clean and simple interface, built using Bootstrap along with some custom CSS.
- Playback of audio files using the HTML5 audio element.
- A playlist that starts with a sample song but also allows users to add and remove songs.
- Controls for play, pause, next, previous, rewind (5s), and forward (5s).
- A progress bar that lets the user seek to any point in the song.
- A volume slider to adjust how loud the audio plays.
- Display of the song's title and artist information while playing.
- Responsive layout so that it works on both desktop and mobile screens.

3. Extra Improvements (Beyond Requirements)

- A gradient background is added to make the player look more attractive.
- Users can upload their own audio files from their system and play them instantly.
- Songs can be deleted from the playlist with a simple delete button.
- Bootstrap icons are used for controls to give a familiar look similar to real music apps.
- Rewind and forward buttons make it easier to navigate within a song.

4. Technology Stack

- HTML – for creating the structure of the player.
- CSS – for styling and the gradient background design.
- JavaScript – for making the player interactive and handling all functions.
- Bootstrap – to make the layout responsive and for pre-styled buttons/icons.

5. Setup and Installation

To run the project locally, follow these steps:

1. Download or clone the project folder to your computer.
2. Make sure the folder contains:
 - index.html
 - css/style.css
 - js/script.js
 - assets/ (with at least one song like F1.mp3)
3. Open index.html in any modern browser (Chrome, Edge, Firefox etc.).
4. You will see the music player interface where you can try out all the features.

6. How to Use the Music Player

1. The player starts with a default sample song in the playlist.
2. Use the Play/Pause button to start or stop the music.
3. Previous/Next buttons move between songs in the playlist.
4. Rewind and Forward buttons jump 5 seconds back or ahead in the track.
5. Drag the progress bar to move to a specific point in the song.
6. Adjust the volume using the volume slider.
7. To add your own songs, select an audio file and click the Add Song button.
8. To remove a song, click the delete button next to it in the playlist.

7. Conclusion

This Music Player project shows the use of core web technologies to build a working application. It covers HTML for structure, CSS for design, and JavaScript for functionality. The project matches the internship requirements and also includes a few extra touches like the gradient background and playlist management. Overall, it provides a good example of combining different skills to create a small but complete web project.