TASK:MUSIC PLAYER APP

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WEB DEVELOPMENT INTERNSHIP

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HTML:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Music Player</title>

<link rel="stylesheet" href="styles.css">

</head>

<body>

<div class="container">

<h1>Music Player</h1>

<div class="player">

<div class="music-library">

<h2>Music Library</h2>

<ul id="music-list"></ul>

</div>

<div class="audio-controls">

<audio id="audio-player" controls></audio>

<div class="progress-bar">

<div id="progress"></div>

</div>

<div class="controls">

<button id="prev-btn">Prev</button>

<button id="play-pause-btn">Play</button>

<button id="next-btn">Next</button>

</div>

</div>

</div>

</div>

<script src="script.js"></script>

</body>

</html>

CSS:

.container {

max-width: 600px;

margin: 0 auto;

padding: 20px;

}

.player {

display: flex;

flex-direction: column;

}

.music-library {

margin-bottom: 20px;

}

.audio-controls {

display: flex;

flex-direction: column;

}

.progress-bar {

height: 5px;

background-color: #ccc;

margin-bottom: 10px;

}

#progress {

height: 100%;

width: 0;

background-color: #4CAF50;

}

.controls {

display: flex;

justify-content: center;

align-items: center;

}

button {

margin: 0 5px;

}

JAVA SCRIPT:

const audioPlayer = document.getElementById('audio-player');

const playPauseBtn = document.getElementById('play-pause-btn');

const nextBtn = document.getElementById('next-btn');

const prevBtn = document.getElementById('prev-btn');

const progress = document.getElementById('progress');

let currentTrackIndex = 0;

const tracks = [

{ title: 'Track 1', src: 'track1.mp3' },

{ title: 'Track 2', src: 'track2.mp3' },

// Add more tracks here

];

function loadTrack(index) {

audioPlayer.src = tracks[index].src;

audioPlayer.play();

}

function updateProgress() {

const percentPlayed = (audioPlayer.currentTime / audioPlayer.duration) \* 100;

progress.style.width = ${percentPlayed}%;

}

audioPlayer.addEventListener('timeupdate', updateProgress);

playPauseBtn.addEventListener('click', () => {

if (audioPlayer.paused) {

audioPlayer.play();

playPauseBtn.textContent = 'Pause';

} else {

audioPlayer.pause();

playPauseBtn.textContent = 'Play';

}

});

nextBtn.addEventListener('click', () => {

currentTrackIndex = (currentTrackIndex + 1) % tracks.length;

loadTrack(currentTrackIndex);

});

prevBtn.addEventListener('click', () => {

currentTrackIndex = (currentTrackIndex - 1 + tracks.length) % tracks.length;

loadTrack(currentTrackIndex);

});

loadTrack(currentTrackIndex);