

MUSIC PLAYER

A MINI PROJECT REPORT

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In partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

In

COMPUTER SCIENCE AND ENGINEERING

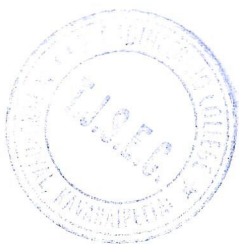


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BONAFIDE CERTIFICATE

Certificate that this project report "MUSIC PLAYER" bonafide work of the following students.

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EXTERNAL EXAMINER

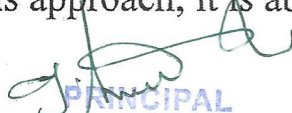
ABSTRACT

This project is about the mp3 music player application development using Android. The biggest difference between the music player and existing applications is that it is completely free for users to use. It will integrate the advantages of existing music players on the market, as far as possible to mining out the existing music players' function, and then do the filtering in order to eliminate function that not practical or low cost-effective. Also, it will be keep improved based on user feedback.

In addition, depending on the user's usage scenario, the music player will also add some modes, such as driving mode and night mode, to allow users to use the application in any situation or environment. Moreover, the music player will have audio trim features, allowing users to trim the best part of their favorite song into phone ringtone or alarm. On the other hand, the existing music players pay less attention to the control of gestures. Therefore, the music player will solve the limitation by adding more gestures and shake the phone feature for media control to make it more user-friendly and humanity.

In a nutshell, the methodology for developing the mp3 music application used in this project is the agile development cycle. The agile development cycle consists of six phases, which is requirements analysis, planning, design, implementation or development, testing, and deployment. Due to the iterative and flexible nature of this approach, it is able to effectively adapt to users with changing requirements.




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