

Beat Box

Anurag C¹, Bhumika P², Roopashree C S³

Students, Department of BCA^{1,2}

Assistant Professor, Department of BCA³

BMS College of Commerce and Management, Bengaluru, India

Abstract: *Music Applications are connected to Human emotions that are not consistent and they are actually result of circumstances happening in individuals. Music is one of the best ways to relieve pressure in stressful modern society life. It unites us across markets, ages, backgrounds, languages, preference^[1]. Youths are so obsessed that not only day chores even during rest time they prefer music. Music Application have a high demand as this can be used anytime, anywhere, and can be combined with daily activities, travelling, sports. With the rapid development of mobile network and digital music technologies, digital music has become the mainstream consumer content sought by many young people. Nowadays, the internet is growing fast and a large group of people has access to the internet, but people always prefer songs of offline.*

Keywords: Music Application, Remote area, Emojis, Limited.

I. INTRODUCTION

Beat Box is the application built in Android Studio using Advance Java .The purpose of this project is to develop a player which can play the mainstream file format. Looking at the advancement of technology several music players with features such as play, pause, stop etc. have been developed Therefore our project can play an important role in this scenario as this music player implies working on the emotions and behaviour of the user. It plays the songs according to their emotion with emojis. It then extracts the facial features of the user from the captured image. The foremost concept of this project is to recommends songs based on the emotions of the user. It aims to provide user-preferred music with respect to the emotions . According to the emotion, the music will be played from the predefined directories.

II. OBJECTIVE AND GOAL

Beat Box is a musical application. The main motive is the offline songs once the app is downloaded then songs can be heard anytime without internet connection with a limited songs and app is based on the human emotion like sad , anger , happy and love. So people can hear the songs based on the mood. This application just recommends the songs and people can choose. It has play, stop and pause button for each and every song .For this application there is no requirement of any external memory like(SD card).

III. METHODOLOGY

We propose an Emotion-based music player which will play songs according to the emotion of the user. It aims to provide user-preferred music with emotional awareness. It is based on the idea of automating much of the interaction between the music player and its user^[2]. Emotion-Based Music Player is installed on a personal computer or android where the user can access their customized playlists and play songs based on their emotions. Emotion Based Music Player is a useful application for music listeners with a PC and android mobile. the user can click on the “Use Emoji” button and select the emoji which represents the mood which they are in, or the mood that they want their playlist to be generated .

Step 1: Open a new android project .After opening the Android Studio. After opening the Android Studio you have to create a new project using the Empty Activity with language as Java and give your project a unique name as you wish but don't forget to keep the first alphabet capital.

Go to the top left corner and then hit File -> New

Give your project a name, choose java and use lower level API so that your app can run on older versions of android phones.

Step 2: Designing the User Interface of the app

In this application, we have 4 components :
 A image View – to show our given image for the song
 3 Buttons:
 A play button to play our song
 A pause button to pause our song
 A stop button to stop our song

Step 3: Adding the music file to our application.
 Add the mp3 file to the raw folder.

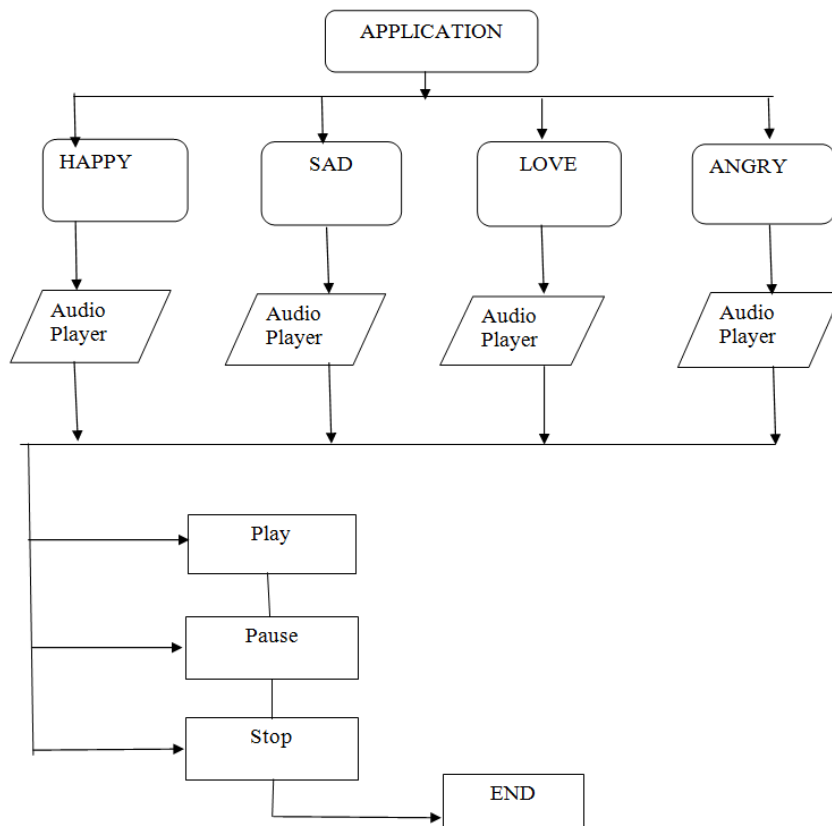
Step 4: Lets code the functionality of our application

Make a object of MediaPlayer class named music. It is an inbuilt class in android package. All the properties of the MediaPlayer class can be used by this music object. All the properties of the MediaPlayer class can be used by this music object: We will add our music file to this newly created object by using create function . We will add our music file to this newly created object by using create function

Step 5 : Lets Run our application

Click the “Run” button at the Toolbar at the top to run our code.
 You can run the application using Virtual device (emulator).

IV. DATAFLOW DIAGRAM



A data flow diagram is a graphical representation of the flow of data through an information system. A data flow diagram can also be used for the visualization of the data processing. It is a common practice for a designer to draw a context level DFD. It shows the interaction between the system and the outside entities. This context level DFD, is then exploded to show more detail of the system being modelled. A DFD represents flow of data through a system. Data flow diagrams are commonly used during problem analysis. It views a system as a function that performs the input into the desired output. A DFD shows movement of data through the different transformations or processes in the system. Data Flow diagrams can be used to provide the end users with the physical idea of where the data they input ultimately has an effect upon the structure of whole system from order to dispatch to restock how any system is developed can be determined through data flow diagram. The appropriate register saved in database and maintained by appropriate authorities.

V. RESULT

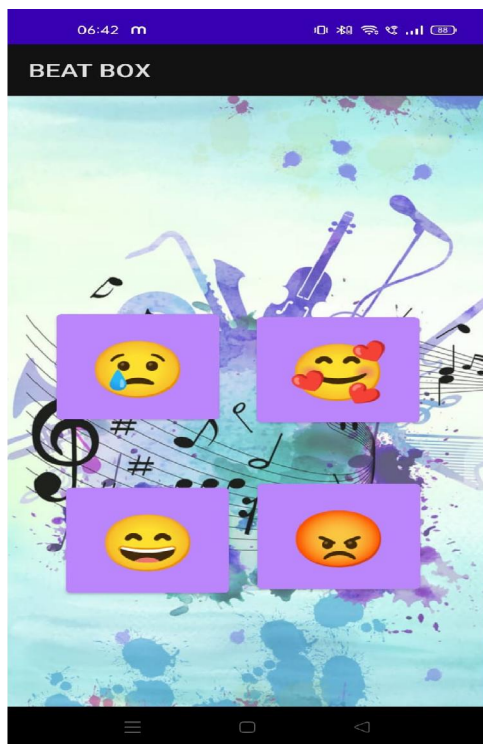


Fig 1 Screenshot of Home page



Fig 2 Screenshot of Playlist



Fig 3: Screenshot of Play, Pause and Stop

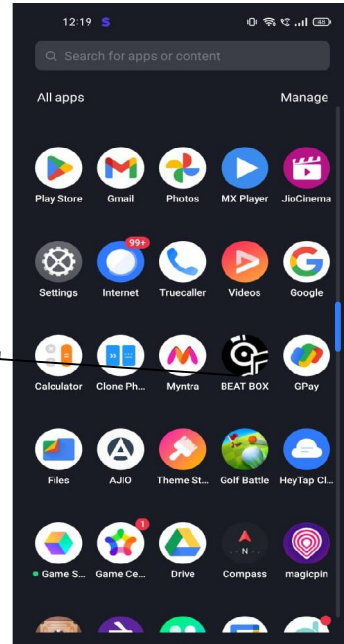


Fig 4 Screenshot of Application

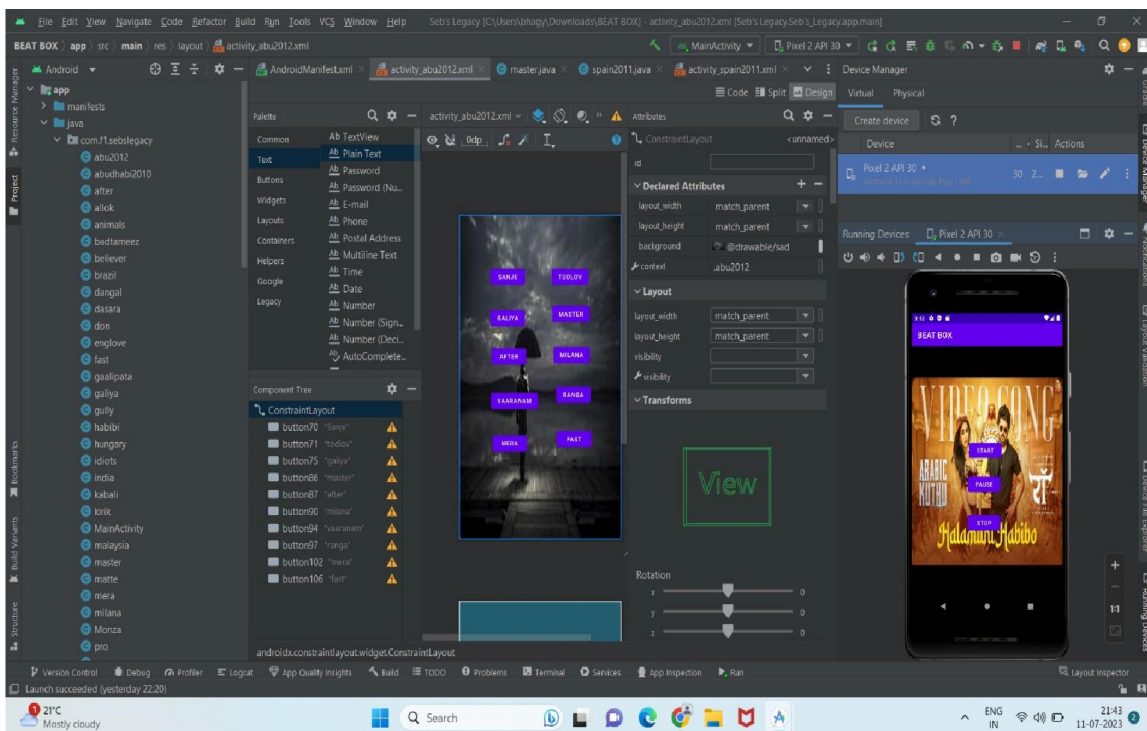


Fig 5: Screen of Data Set

V. CONCLUSION

Beat Box will be very helpful for the people in remote area ,where there will be less access to internet connection. People mood will never be constant and to look the appearance good ,we have used emojis .These are classified into four major emotion where people come experience ,so in those time when they just open the downloaded app you can see happy, sad, love and angry emojis. People can click on the emoji ,there will be limited songs in five different languages like English , Kannada , Hindi , Tamil and Telugu according to people choice .As , there is no login or sign in page, anyone can use without any verification ,This would also be helpful for the children to use

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