Apollo Music Player

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Abstract: Most of the time when we listen to music on the radio or on our portable devices, the order in which the tracks are played is governed by so-called playlists. These playlists are sequences of tracks that are traditionally designed manually and whose organization is based on some underlying logic or theme. With the digitalization of music and the availability of various types of additional track-related information on the Web, new opportunities emerged how to automate the playlist creation process. Correspondingly, several proposals for automated playlist generation have been made in the literature during the last decade. These approaches vary both concerning which kind of data they rely on and which types of algorithms they use. In this paper, we review the literature on automated playlist generation and categorize the existing approaches. Furthermore, we discuss the evaluation designs that are used today in research to assess the quality of the generated playlists. Finally, we report the results of a comparative evaluation of typical playlist generation schemes based on historical data. Our results show that track and artist popularity can play a dominant role and that additional measures are required to better characterize and compare the quality of automatically generated playlists.

Following are the languages used in this project: - HTML, CSS , JavaScript, SQL, PHP

Keywords: music, music player, database,drumkit

1. INTRODUCTION

The application development sector is advancing day by day. Innovative ideas are born each minute to ease people's work; if not big or groundbreaking, but constructive and leading towards a better tomorrow. Sound and graphics are two intriguing areas of technology that attract music lovers to explore more into their

depths. With the new developments in technology, the sophistication level in software has also increased. Also, with the idea of "keeping it simple", developing sophisticated applications is a challenge. Facial expressions explain a lot in determining the mood of a person. Whether he's sad, angry, or happy, every emotion in his way has a unique of expressing it. This application works differently from the traditional application. The user need not go and surf through the songs to play the music. Instead, this application recognizes his mood and plays music accordingly.

2. RESEARCH METHODOLOGY

2.1. Review of Literature

[1] The paper by Matthew E.P.Davies focuses only on the AutoMashUpper, which is used for multi-song mashups. He performed mashups based on the measure the user can define their values to the tempo as well as they can also add or remove songs from the mash-ups.

[2] Facial expression is the most effective way of expressing emotion in humans. The paper by Sushmita G.Kamble uses the PCA algorithm and Euclidean distance classifier to segregate expressions and the music will be played based on the expression captured by the inbuilt camera. Also, the use of the camera reduces the design cost of the system.

[3] This paper is used to implement a karaoke machine that removes the voice of the artist who sang the song. It uses the "Out of phase" stereo method for removing the original voice. If the user wants to sing a song along with the music, he can use karaoke. Also, the user can record the song that he sings. Nirmal R Bhalani uses MATLAB software to implement the above model.

[4] Music is a form of entertainment that everyone loves to hear. But categorizing music is a difficult task that everyone faces. Some of the methods use speech signals to classify songs which causes high computation time and cost. The paper by Karthik replaces speech signals with human emotions with minimal time computation. The authors used Audio Information Recognition (AIR) and Music Information Retrieval (MIR)to implement the above model.

2.3 Objective

The objective of the project is to design a management system for library database, making it easier to manage the books given to the students as well as the number of students being late enough for returning the books. It also focuses on stuffs including to moderate the number of books issued and the number of books present in the database system i.e., the library hence filling the stocks of books and updating the required outdated books making it easily manageable by a single person. It also focus from the student view of issuing and returning the book as well as suggesting new copies of books to the admin and hence making it less tedious jobs as everything is present a click away.

3. PROPOSED SYSTEM

As being under the 21st century the traditional system of library being managed by many staffs for managing the books and they have to align and arrange the books on the shelves and marked it. Missing or theft of the book builds a serious issue and confusion to the librarians. While collecting the book from the students they have to verify the penalties of the books. Therefore it causes a monotonous among the staff. Apart from the staffs the students have to stand in long queues to issue or return a book making it even more tiring uninteresting feeling among the students. To evoke the library into the technological era, we presented a system called LMS aka Library Management System. It is an automatic system that reduces the work burden of the staff/librarians through a single click. It will manage, organize and oriented the library task. The LMS supports the librarian to add/view/delete/update details from the library stock. Here we integrate all the library data into the SQL server. Preliminarily the librarian has to add student book details into the database. After that he/she can view/delete/update those details through the Library Management system. On account of this, the user can access the library at any time. Hence making it easier for the admin staff as well as the student as it being easy to understand.

4. Methodology

4.1. Flowchart:
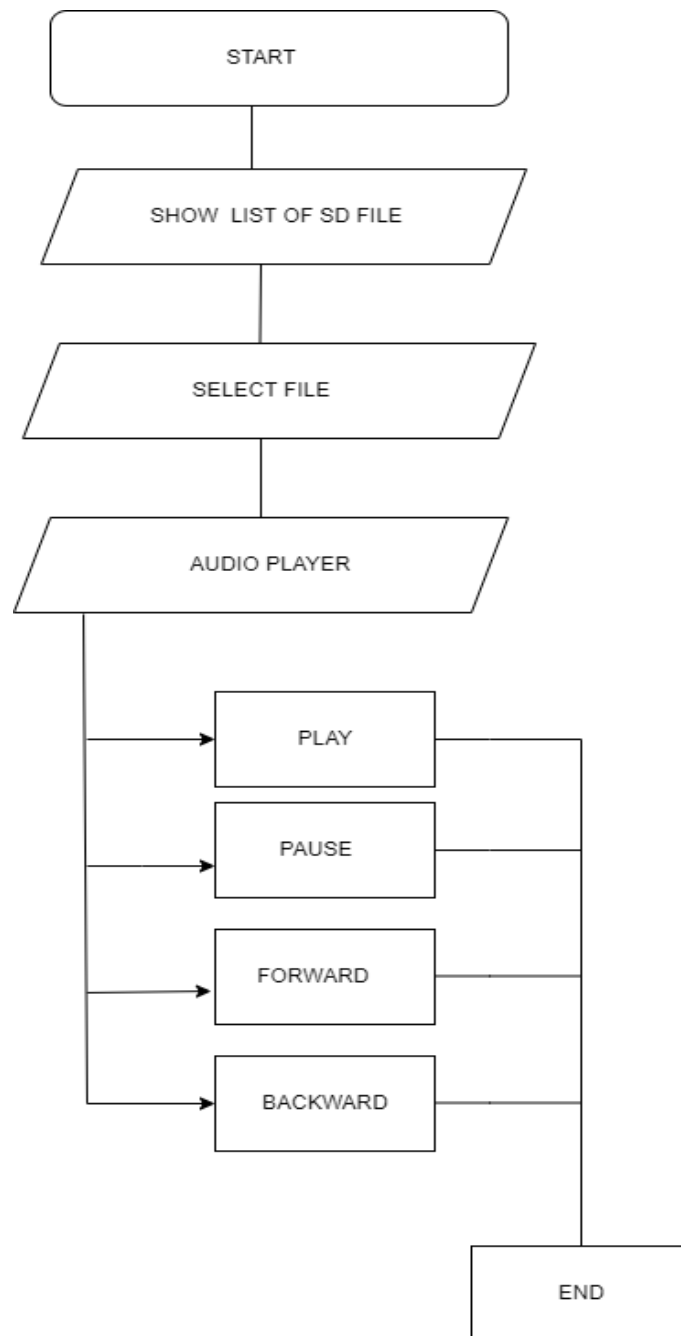
First, we start our project then on the homepage it shows list of songs which are already available in the database of the project. We can select any song to play, the audio player will automatically start playing it. There are several buttons to control the flow of songs. Play/pause button is introduced to play or pause the song. Forward button is used to switch on the next song and similarly backward button is used to switch to the previous song.

4.3. Testing

The testing phase is a part of the system development lifecycle. The testing phase gives confidence to the developer in the system. During the testing phase, different methodologies are considered like Unit testing, integration testing, and system testing. The testing phase determines whether the application meets the requirements and serves the functionalities. This system is developed in JavaScript for the web application.

4.4. Results
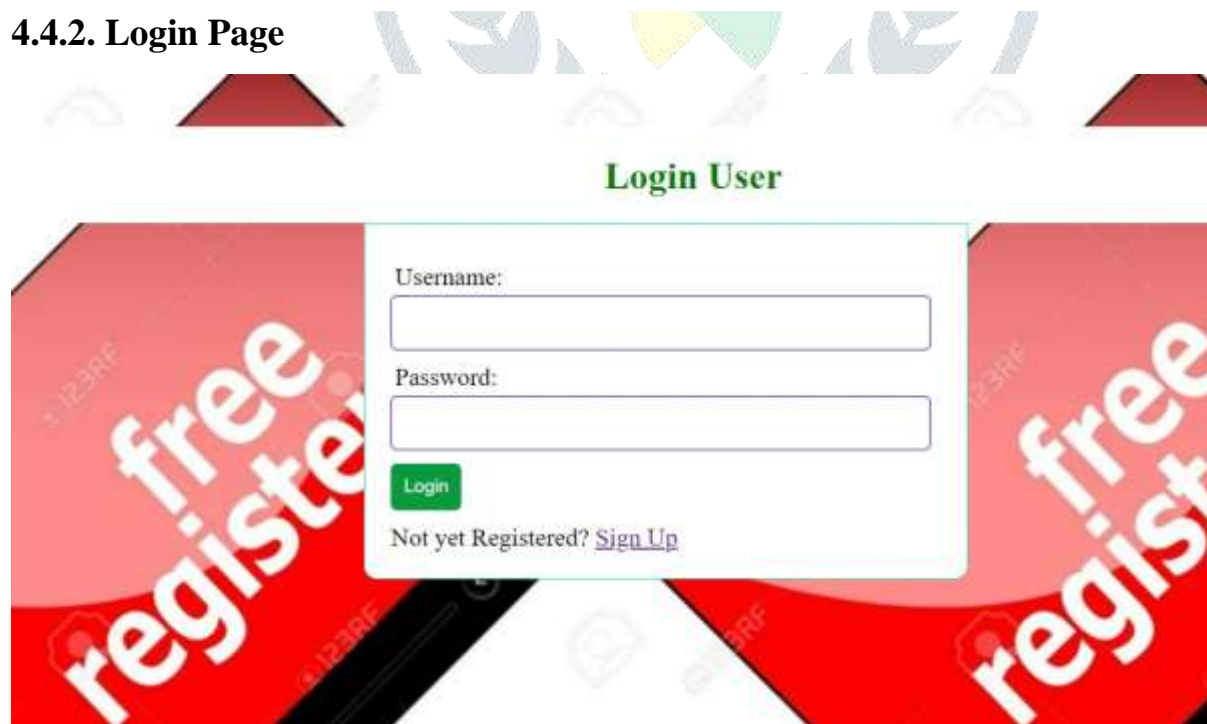
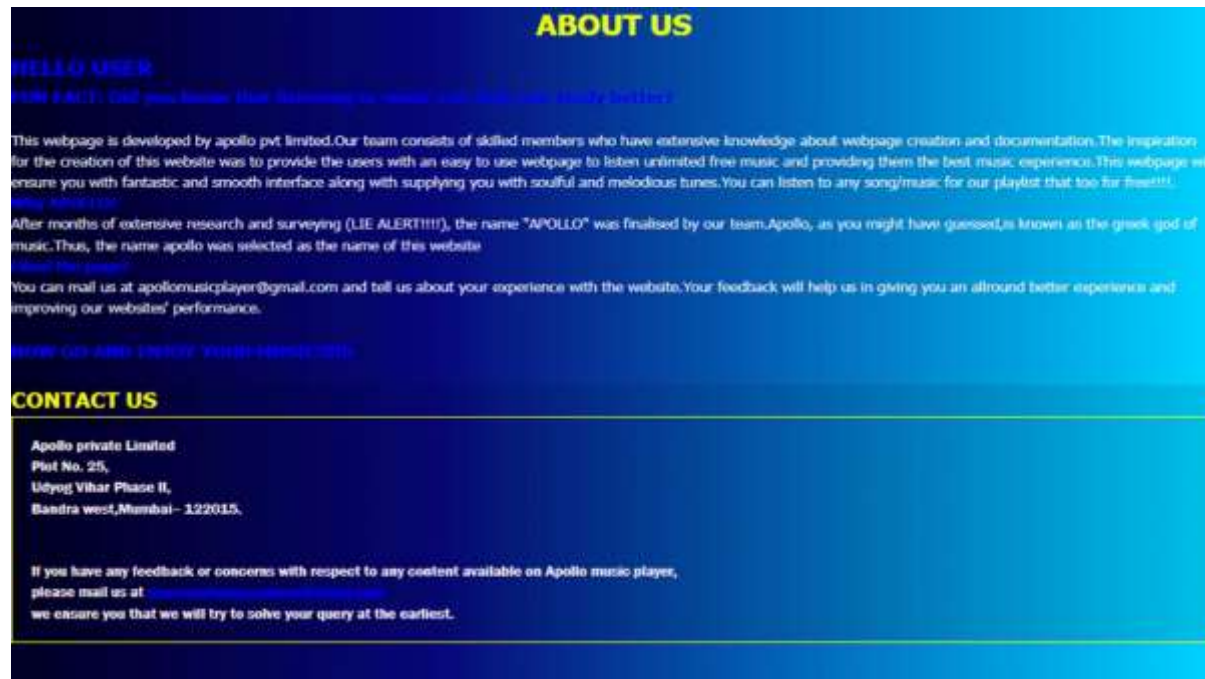## 4.4.1. Registration Page
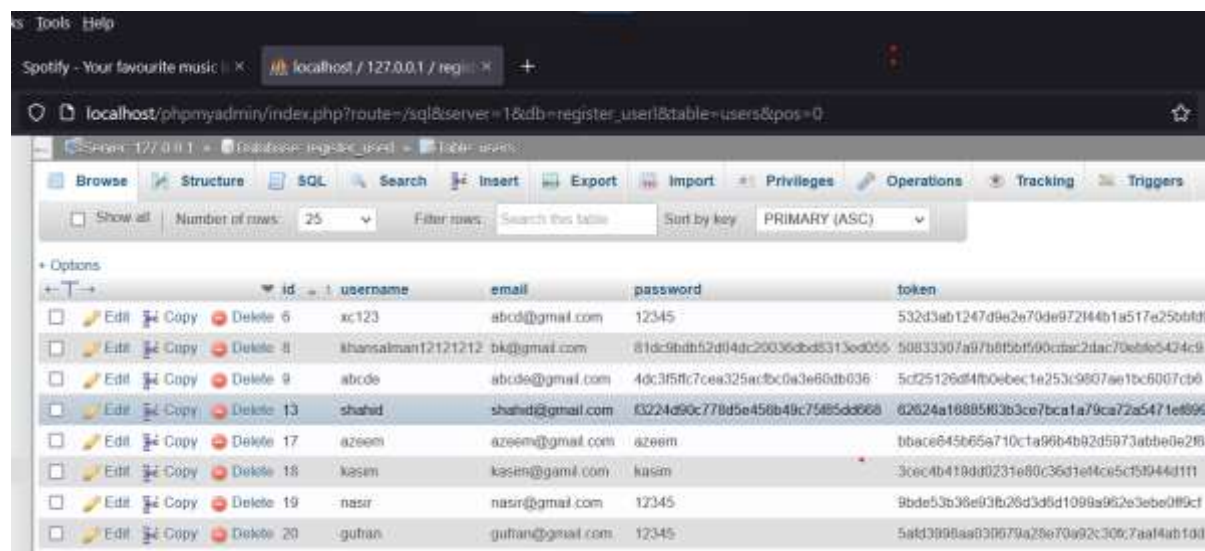

4.4.2. Login Page

4.4.3. Home Page
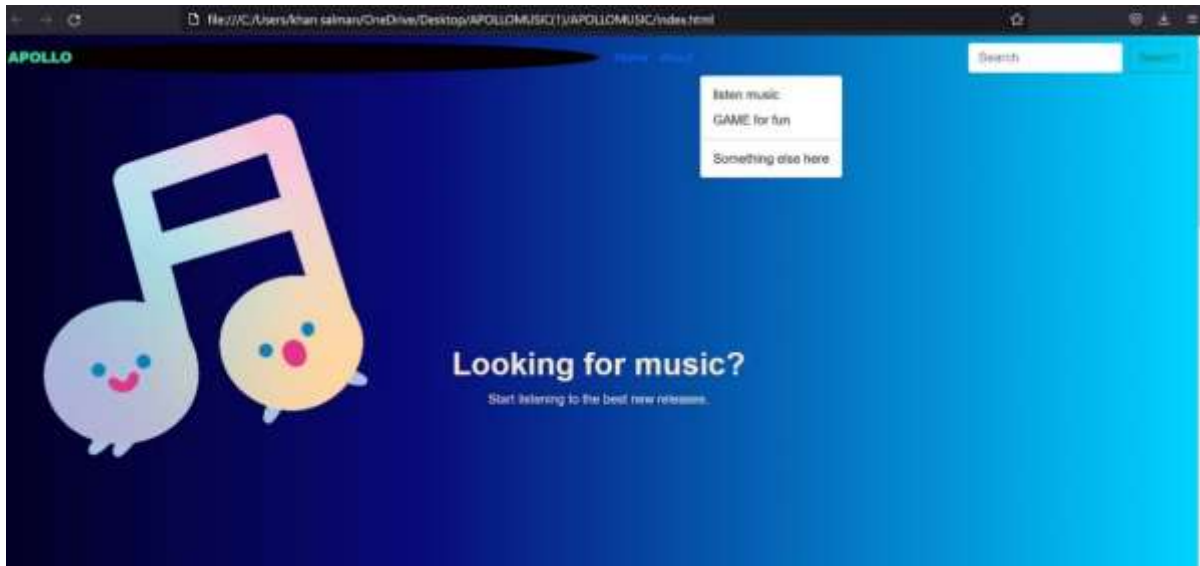
4.4.3 Music Page
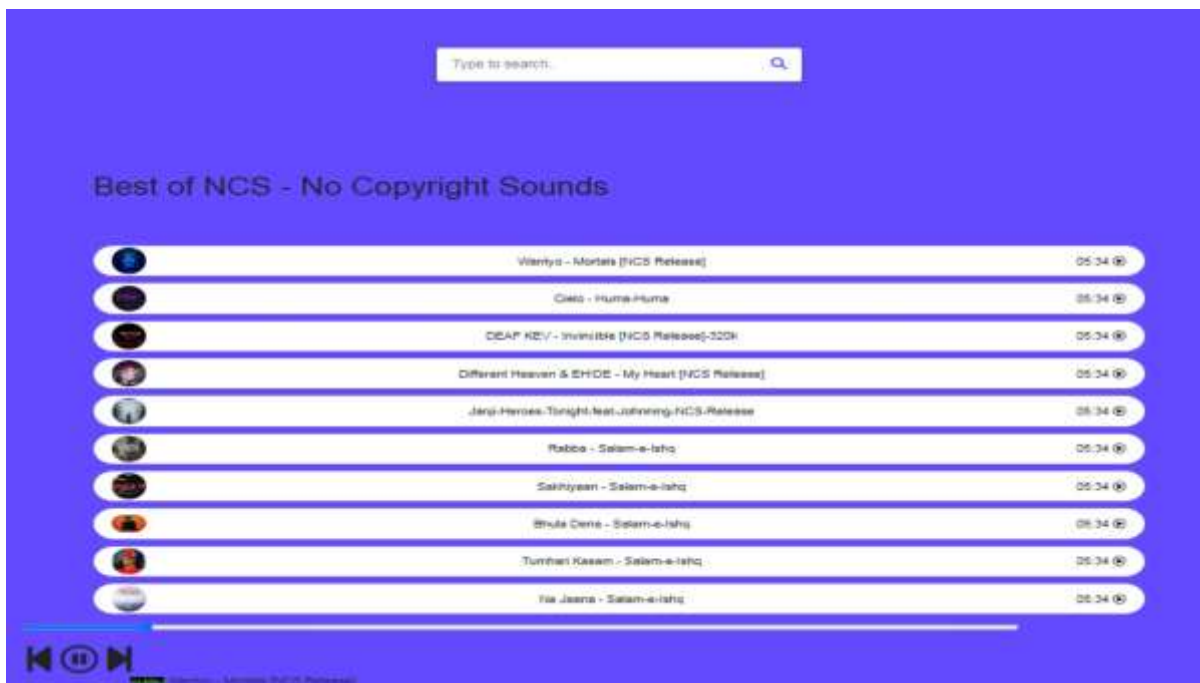
4.4.4. About Us

4.5. Database

4.6 Drum Kit

5. Conclusion

This application can work effectively with a high processing speed compared to the web methods. Research on music education has revealed possible benefits to students' emotional, and well-being and make them smarter. we created and implemented a database using PHP and XAMPP Which enables us to store and manage data efficiently.

6. References

ASME standard

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- Scalable recommender system for automatic playlist continuation
  By Jack Bennett
- Automated generation of music playlist: survey and experiment
  By Geoffrey Bonnin

Links

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