

Android Application for Music, Videos and Books

Baby D. Dayana¹, Aishwarya Agrawal², Abhigyan Banerjee³, Shivam Rai⁴, Shreeya Gautam⁵, Agnih Bhattacharya⁶

¹⁻⁶Department of Computer Science Engineering, SRM Institute of Science & Technology, Chennai, India

Abstract – Mobile application is basically to serve users in an effective manner and according to their satisfaction level. This app allows user to access any books or music or videos. User can listen music to relieve stress, can read books to get away from boredom or else watch videos for entertainment. The user doesn't need to download apps for each of them. Reading, Watching and Listening features in just one app to make user's work easy.

1. INTRODUCTION

Android is computing platform based on LINUX Operating System. The commercial version of Android hit the market in 2008. It emerged in the form of mobile application.

In past decade, android has become effectively the world's most popular operating system. Despite of the popularity of Apple's platform, the shipment of Android platform is worldwide too. Moreover the prices of the devices related to apple platform are increasing day by day, android devices scales the global marketplace.

There are many devices of android including Television, Projector, Automobiles and even recreational vehicles. Moreover android phones too give us the facility to control many other devices through our phone itself.

There are many apps which are inbuilt in phones. But there are few other apps too which are definitely beneficial for the user but is not inbuilt in the device. One such app is "PARALLEL SPACE". It is an app which allows us to manage multiple apps on a single platform. This app creates a virtual space that is completely independent. It also takes a very less memory of 2MB comparatively to another app.

However we need to get this app installed in our devices, so that the users can easily access this app and use it fruitfully. This could probably be done through android studio, which will help us to make this app and install it in the device. Through this the user can easily make its own playlist for music, videos, or collection of books or can manage any other account. This could all be done easily by any user at a single time.

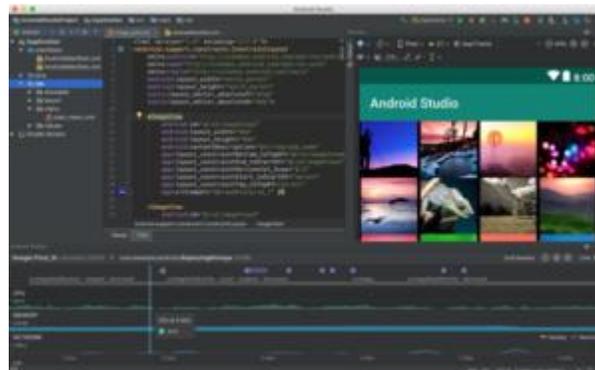
2. SYSTEM ARCHITECTURE

The Android Application uses Android Studio and a collection of JAVA library and XML that is exposed through an application framework that provides services, and management of the applications and run time.

1. Android Studio:

Android Studio is an Integrated Development Environment (IDE) for Google's Operating System. It is built on software JetBrains' IntelliJ IDE and designed particularly for Android Development. It is restoration for Eclipse Android Development Tools (ADE) as primary IDE for native Android Application Development

android studio



The Features available in current stable version are below:

- Built Support: Gradle
- Android based refactoring and quick fixes
- For usability, version compatibility and to catch performance lint tools used.
- ProGuard alliance and app signing capabilities
- To create common Android designs and components Template based wizards used.
- A rich layout editor for users to drag-and-drop UI components and to preview layouts on multiple screen configurations
- To run and debug use of Android Virtual Device (Emulator)

2. XML:

Extensible Markup Language that defines some rules for encoding documents in a way that it is both human and machine readable. XML design goals emphasize simplicity,

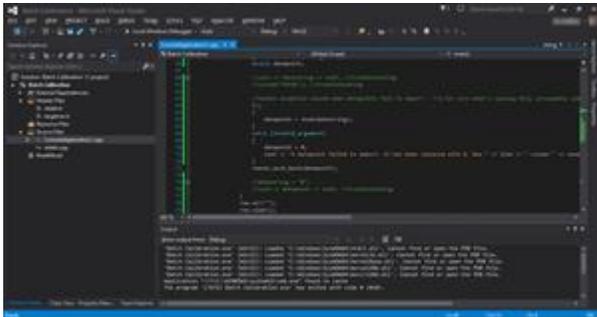
generality and usability across Internet. It is textual data format with stable support via Unicode for various human languages. The design of XML focuses on documents, the language is generally used for the representation of capricious data structures such as those used in web services.

3. JAVA Library:

The Java Class Library is set of effectually loadable libraries that Java applications can call at run time. As Java is platform independent, cannot rely on platform-native libraries. Rather, the java platform provides global set of standard class libraries; consist of the functions familiar to current operating systems.

4. Visual Studio:

Visual Studio is an Integrated Development Environment (IDE) from Microsoft. It is for developing computer programs, websites, web apps, web services and mobile apps. It supports 36 various programming languages and grants the code editor and debugger to support practically any programming language. Intrinsic languages include C , C++ , C++/CLI , Visual Basic , .NET , C# , F# , JavaScript , HTML , XML and CSS.



3. EXISTING AND PROPOSED SYSTEM

1. The Existing System provides different apps for different purposes like Play Music, Kindle, and YouTube etc. There is no app which provides multiple

functions in one app.

2. There is no combination of apps which makes user's work easier.
3. For every different purpose different app to be downloaded.
4. Proposed System includes an app combining reading, music and videos together.
5. User can watch videos, listen music or read books anywhere anytime in just single app without downloading three of the apps separately.
6. User can make playlist according to their current mood and can enjoy music while reading under a single application.

4. CONCLUSION AND FUTURE WORK

As proposed earlier, this app would definitely be beneficial for many other users.

They can easily manage their social accounts, their music playlist, or any other app which they want to perform on a multitasking window.

As this app spreads worldwide, it would help many other user with their multitasking idea and the use of this app will gradually increase, which will create an easy and friendly platform for the users to perform their task.

REFERENCES

- [1] GuifenGu and Guili Peng The Survey of GSM Wireless Communication System, International Conference on Computer and Information Application (ICCA) 2010.
- [2] ForamKamdar, Anubhav Malhotra and PritishMahadik Display Message on Notice Board using GSM ISSN 2231-1297, Volume 3, Number 7 (2013), pp. 827- 832 Research India Publications
- [3] N. Jagan Mohan Reddy and G.Venkeshwaralu Wireless Electronics Display Board Using GSM Technology, International Journal of Electrical, Electronics and Data Communication, ISSN: 2320-2084.
- [4] Shruthi K., Harsha Chawla, Abhishek Bhaduri "SMART NOTICE BOARD", Department of Electronics and Communication, Manipal Institute of Technology, Manipal University, Karnataka
- [5] NeeteshSaxena and Narendra S. Chaudhari, EasySMS: A Protocol for End-to-End Secure Transmission of SMS IEEE Transactions on Information Forensics and Security, vol. 9, No. 7, July 2014.