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SOUNDIFY

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ABSTRACT: -

Media Player forms an integral part of today's Smartphone. It is generally used by users to view media files of various formats. Many users like to watch video by a mobile phone, but the media player has many limitations. With a rapid development of communication and network, multimedia based technology is adopted in media player. Android is an opensource and has powerful APIs which has attracted large number of developers. The papers discuss about the study of the media player with the help of the existing media players which are available in the Android Market and proposed system for the media player which will provide the uninterrupted enjoyment for the user

Key-Words: - Soundify, Android media player, VLC player, MX player.

Introduction

With the continuous development in Science and Technology, mobile is no longer just a device used for communication but a multimedia platform that provides the ability to play the media. Playing the audio and video is just a basic thing, due the limitations it has, there are limited formats etc. Present scenario for media players provide support for some media format and recently facilities for providing the subtitles is included in the existing system. This paper demonstrates about proposed system which will provide the rich features with the help of existing features. The section of the paper is as follows: Section II discusses about the existing system with the help of best media player available on app store. Section III discusses about the proposed system. Section IV shows working, Section V discusses advantages and Section VI conclude the paper.

Problem Formulation

Media player is one of the important features of the mobile. Currently for maximum number of the available media players it does not support all media format while audio effects are not available to some of the best current media players. While playing any video file if we want to perform some work like checking the emails or sending some messages we cannot minimize it we have to pause/stop the playing file and perform the work. Also current media players have limitations in subtitle support and dual audio. In current media player all subtitle formats are not supported.

In current player one of the major drawbacks is that it has some limitations related to video quality compatibility as well as format support. High quality HD videos face some problem during video streaming. Performance of the media player is enhanced in this case by using software encoding facility. Currently VLC player's beta version is released while MX player is a player with only video streaming feature.

Nowadays music plays a very vital role in every individual, current music apps have only the feature of selecting the particular song and playing them and if you want to hear the karaoke, song mixing, you-tube mixing, lyrics identification there are separate apps for them and in searching and downloading the apps where storage space is wasted and it takes more time, in this paper combination all these features is done in a single app and also the emotion of the user will be traced and based on the emotion the song is played. Earlier Hebbian learning algorithm is used and is considered to be a 'typical' unsupervised learning rule.

Literature Review

[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 own 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 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 designing cost of the system.

[3]This paper is used to implement a karaoke machine which removes the voice of the artist who sang the song. It uses "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 signal to classify songs which causes high computation time and cost. The paper by Karthik replaces speech signal with human emotions with minimal time computation. The authors used Audio Information Recognition(AIR) and Music Information Retrieval(MIR) to implement the above model.

Methodology

[1]. Android studio

Android studio is an integrating development environment for Google's Android operating system. It is developed by Google and JetBrains in the year 2013.

[2]. MongoDB

MongoDB is a cross-platform document-oriented database program. It is classified as a NOSQL database program, MongoDB uses JSON-like documents with schemata. MongoDB is developed by MongoDB Inc.

[3]. JavaScript

JavaScript programs the behavior of web pages. Many desktop and server programs use JavaScript. Node.js is the best known. Some databases, like MongoDB and CouchDB, also use JavaScript as their programming language.

[4]. XML and Java

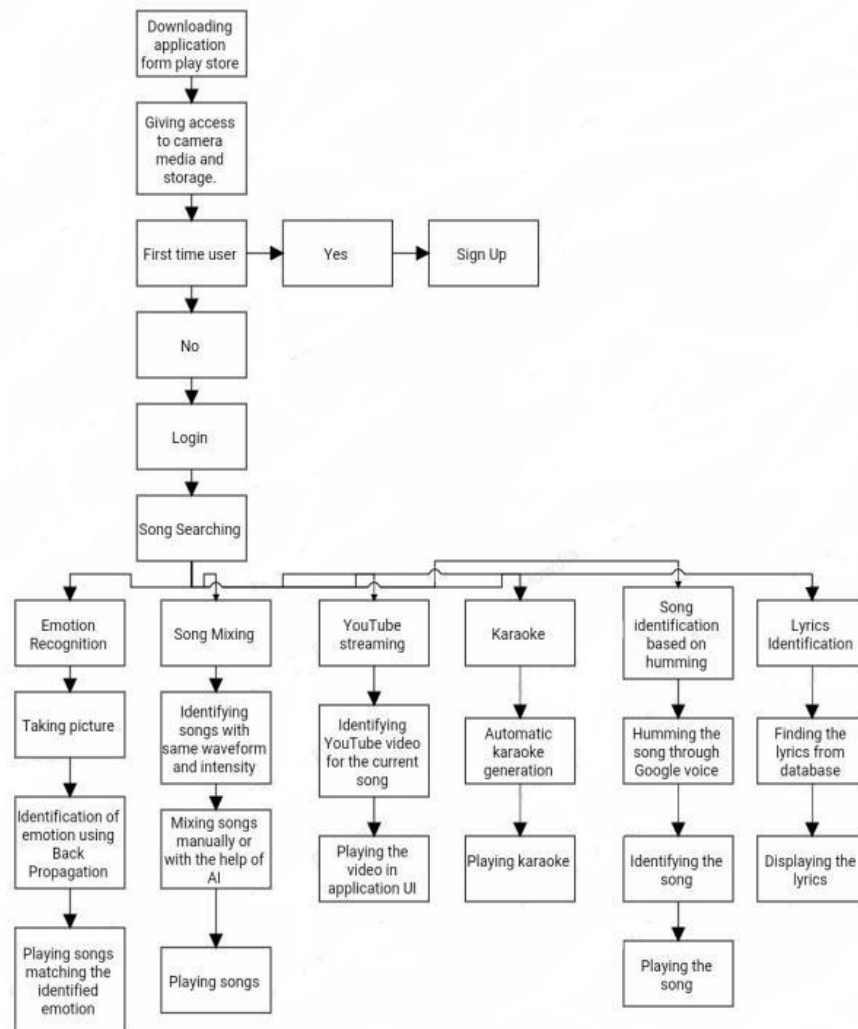
The primary language used to develop Android Apps is Java. Java and XML(Extensible Markup Language) are the basic requirements to work on Android Studio.

Hardware Requirement Smartphone device - Processor make: Qualcomm Snapdragon 652 (MSM8976) - RAM: 4.0 GB - Phone Storage: 64 GB - Operating System: Android version 5.1.1 (Lollipop).

Software Requirement

1. Android Studio
2. Java SE 8
3. Visual Paradigm

Hardware Requirement Laptop - Processor: Intel(R) Core(TM) i7-4500U CPU @ 1.80GHz 2.40 GHz - RAM: 12.00 GB - Graphic Card: NVIDIA GeForce GT 740M - Hard Disk storage: 1TB - Operating System: Windows 10 Professional Edition



Result Discussions

The proposed application will combine the strengths of most music players on the existing market and eliminate some unrealistic features, allowing users to focus on listening to music rather than store, communities or various VIP packages or features. The proposed MP3 music player will focus on improving the experience of users of the music player experience. By using this mp3 music player will make users feel comfortable and relaxed because it will pay more attention to the features commonly used by users, excluding some rarely used features that occupy a large of system processors, making the music.

Conclusion

The media player consider about improving functionality in terms of user interface, format support through the inclusion of codec. Improvement in user experience through video running in background, dual-audio support, subtitle support for all format.

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