

**MUSIC STORE: A WEB APPLICATION**

**BY**

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This Report Presented in Partial Fulfillment of the Requirements for the  
Degree of Bachelor of Science in Computer Science and Engineering

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**DAFFODIL INTERNATIONAL UNIVERSITY**

**DHAKA, BANGLADESH**

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## **APPROVAL**

This Project titled “**Music Store: A Web Application**”, submitted by MD. Arifuzzaman, ID No: 172-15-9824 and Rifat Bin Raihan, ID No: 172-15-9608 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 3/5/21.

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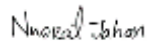
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## DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Nusrat Jahan**, **Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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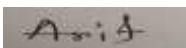
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At last, we need to disclose our gratefulness towards our parents and supervisor Nusrat Jahan for their greatest co-operation, encouragement and gave us brave to successfully complete our project.

## **ABSTRACT**

The main aim of developing this website named “Music Store: web application”, it’s a collection of MP3 songs of different languages in one place where users can play and listen their favorite songs on our website at free of cost. The user interface is very easy to interact. This is a particular kind of internet music player. Most of the websites now a day’s can access online but download music files with free of cost. But it makes problem with piracy so this will be the best place to stop music piracy. Here the customer should log in through Music store website and play the favorite music, like songs, song covers by other artists and so on. Then selected music files can be downloaded directly to the local system of the user. The main advantage is it is user-friendly, unlimited songs per day, upload faster song and also decrease the manual efforts of finding songs in other sites and time. This is a site on which a user can listen and save their favorite music and also upload any music cover. Users also can rate a song by their own opinion and comment to criticize any uploader. Suggest or request songs to their favorite artists.

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 Introduction**

This is a Project of Online Music Store where anyone can listen to their favorite music and also upload their own music. This website has been created in such a way that users will have no trouble utilizing it.. Even a user also doesn't need much effort to use this website. In this project, there will be admin for controlling site and management users, songs and monitoring reports from users. The general users must need to sign up and login to listen songs or other activities like upload, comment rate, report and share etc.

This is very tough nowadays to find music without searching it on google and there are some sites that doesn't provide free music for listening and downloading also. So, users cannot satisfy with the service and there always a problem occurs for finding other artists covers. So, it will be easy to find covers of the same songs for the users and maintain the quality music.

### **1.2 Motivation**

The main goal is to deliver the best quality of music and store the music for sharing with all for free of costs. It can save users time to find a music and related music, covers and same type songs with a very easy UI. Even if anyone don't know how to use this site, she/he can easily learn the UI within a short time. Violate songs can be reported to the admin and admin can take action for the violent activities. So, the quality will be maintained also to secure the music world. User can also save music to their favorite and also download the song in the local system. It could be the way of human refreshment and entertainment

### **1.3 Objectives**

Music store will be controlled by admin to maintain the rules and regulations. Our user will have some limitations that should not be violated to maintain website reputation. Users can upload,

download, rate, comment, request for a song, add to favorite, remove own songs, see own comment and rates in own content. Users can report other user for any copy of music, cover songs etc. daily listening and upload will have no limits for now and user can also download own to the local systems. Users can keep private their own song for not sharing with others. Admin can check all reports and decide to take action for the reported user or song. Admin give warnings before taking any actions.

#### 1.4 Expected Outcome

we can expect the outcome from our project is very positive. Good user experience is expected for providing better quality of music. Violations will be removed by admin to maintain the rules and regulations and also for providing a secure platform for users. Secure transaction and information privacy will be main concern. Compatible with all devices and should be responsive with screen sizes also. We expect all the functions for uploading, downloading, rate, comment and others works successfully.

#### 1.5 Project Management and Finance

A successful start-up business venture is a project, or group of projects, with a clear beginning and middle. A project must needs attract funds from upper management. Financing is the same as project selection and approval. The Financing Phase of the cash cycle is equivalent to project selection and approval. Here we need some finance support for buying hosting and domain name. Maintenance cost also included in the financial support.

#### 1.6 Report Layout

In this project a full overview of our system and related work and terminologies are given gradually. We recently made a survey on this similar work and try to what is more scope to develop this existing project. In chapter 2 we describe the challenges and facing problem which is make difficult to us. Another chapter 3 we describe the three stage of background. We also describe the requirement specification and try to disclose users demand. In, chapter 4 and 5 we disclose how we solve the problem and what we use to implement the project. Finally, in chapter 6 we remark some concluding and suggestions for future works.

## **CHAPTER 2**

### **BACKGROUND**

#### 2.1 Introduction

Music is in very high demand all across the world but people cannot find a suitable and trusted site to make them comfortable for listening and uploading any music. Security and privacy are one of the main factors what must need to maintain. Data leaking is a very dangerous and harmful activity. So, ensuring the privacy of user is the must here.

#### 2.2 Related Works

There are several websites dedicated to music. But there is no proper website that gives free access for listening and uploading songs. There are some websites: discogs.com, mp3juices.cc, ilbe.com, hitmo.me etc. But some of these cannot give free access to listen unlimited songs per day and download limit also occurs. The sites speed is slow and quality of songs are not maintained for the long time. So, our concern is to focus the quality music with a better performance.

#### 2.3 Comparative Studies

This project was created by us for using as a completely web-based system controlled by admin. For this, we have researched some of websites that similar to our concepts and find out some problem for users. Low speed of site, download limitations per day, listening songs and upload songs limitations per day are the most common problem of the websites. So, to overcome the problems we have found out a new concept of user freedom without violating rules and regulation of the site. So that it automatically maintains user's privacy and copyright terms.

#### 2.4 Scope of the problem

The main target of our website is to provide a secure system with a good speed data transition and quality music for free. People can find their favorite songs easily and save in their favorite section. If any user likes any artist's song, then she/he can request for another song and give a good comment, rate. The feedback of users could help the artist to produce best music and hold the best position. Artists could be motivated by the other users. Report to any user will be monitored by admin and give warning before taking any actions. Admin can take actions if any violation found from any user.

## 2.5 Challenges

The challenge of the supervision process is to provide a safe, secure website with easy UI so that every user can operate from the first time. Maintain the sound quality of music also a challenge with good download and upload speed. Users private information keeping secure and also privacy with their identity also challenging part of the site. Maintaining the rules and regulations of the site, monitoring all users and songs by report and take action are also some challenges.

## CHAPTER 3

### REQUIREMENT SPECIFICATION

#### 3.1 Business Process Modeling

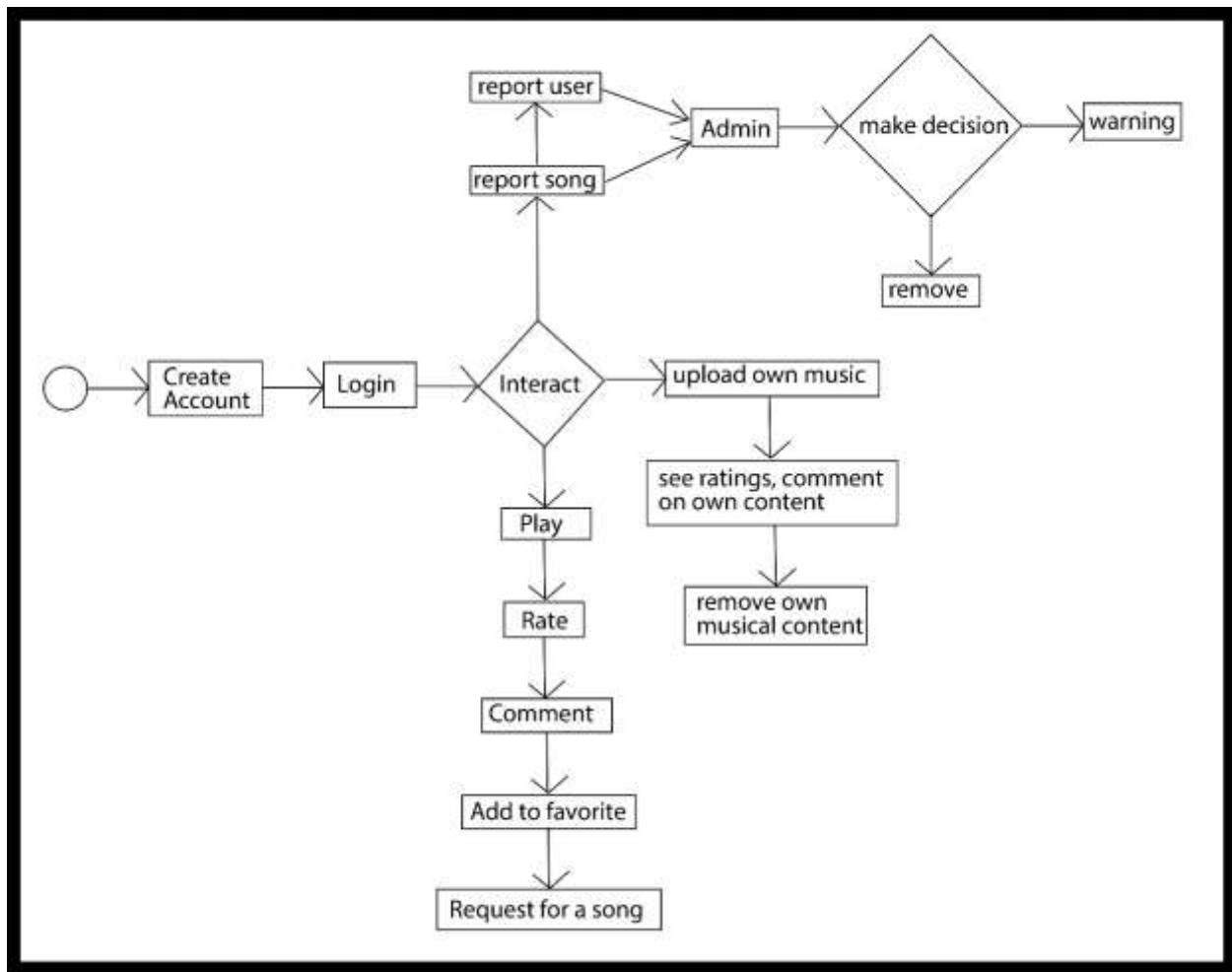


Figure 3.1.1: Business process modeling

#### 3.2 Requirement Collection and Analysis

When it comes to any form of project, gathering requirements is crucial. Collection of requirements is critical not only for the project, but also for the project management function. The most crucial phase in every project is gathering requirements. The project will be at danger if the

project team fails to capture all of the required requirements for a solution. This might lead to a lot of arguments in the future. As a result, consider requirement gathering to be a critical project team job. So that we may gather our project requirements as quickly as feasible. SOFTWARE DEVELOPMENT LIFE CYCLE (AGILE) The agile model is a popular variant of the systems development life cycle model because of its linear sequential requirements, which implies that each phase must be completely finished before moving on to the next. A review was conducted at the conclusion of each phase to ensure that the project was on track.

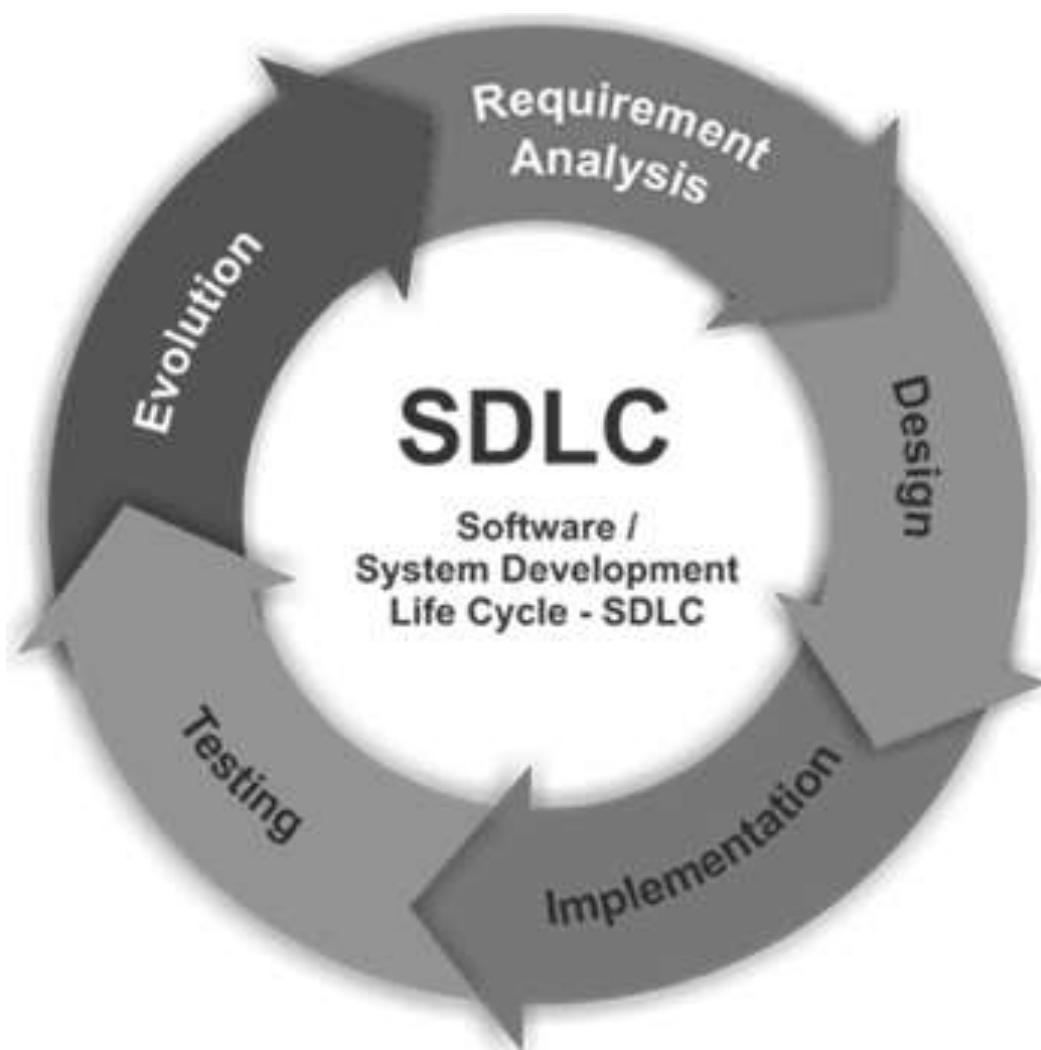


Figure 3.2.1: Software development life cycle (agile)

FLOW CHART:

The processes of our Music Store System given below-

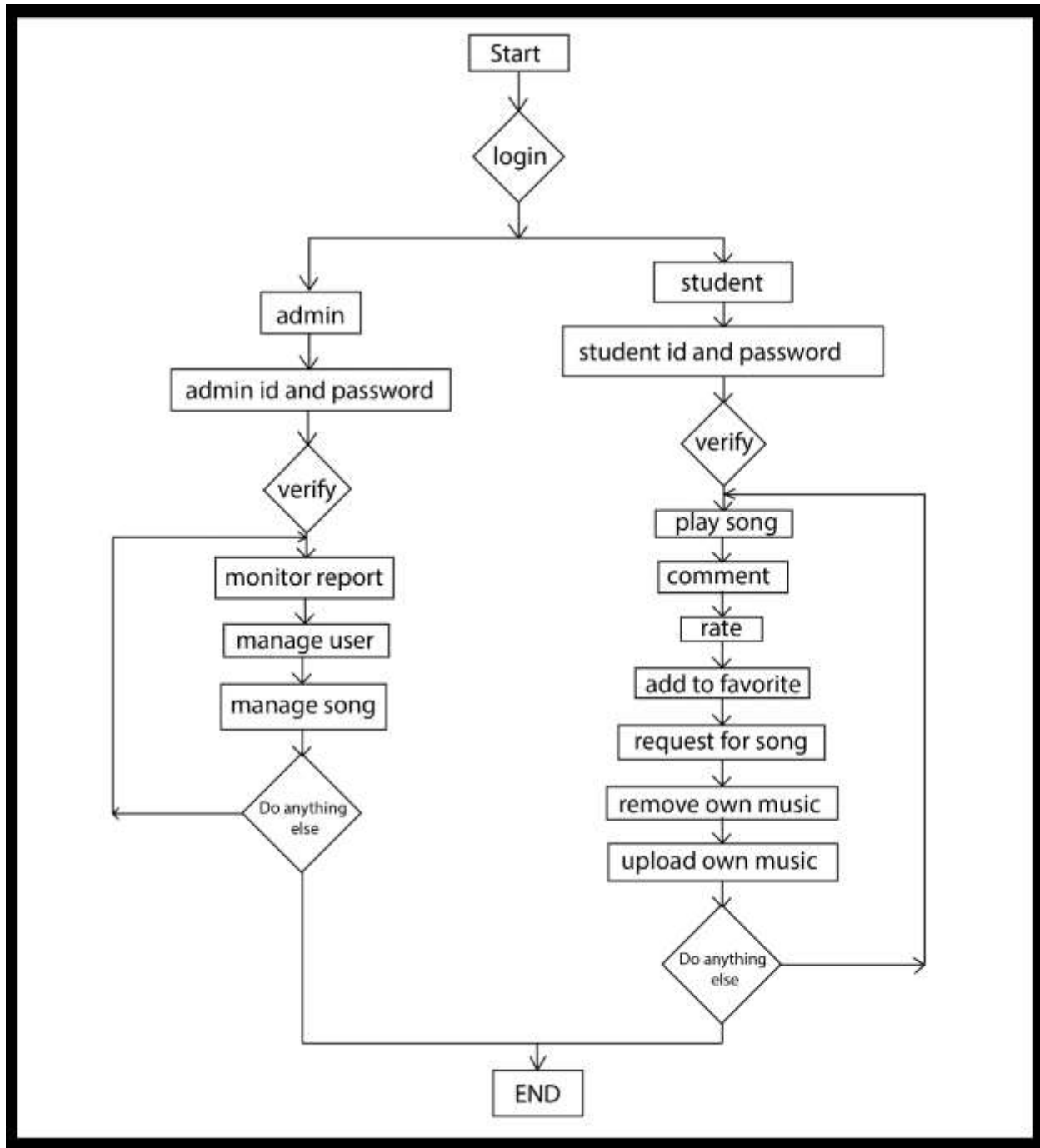


Figure 3.2.2: Flow Chart for Music Store system

## DATAFLOW DIAGRAM

A data flow diagram (DFD) is a graphical depiction of data "flow" across an information system that models process elements. A DFD is frequently used as a basic stage in the development of a system overview that may subsequently be developed. DFDs are also useful for visualizing data processing (structured design). The DFD below depicts the types of data that will be input and output from the system, as well as where the data will come from and go to, and where it will be kept. Data flow diagram of our website is given below-

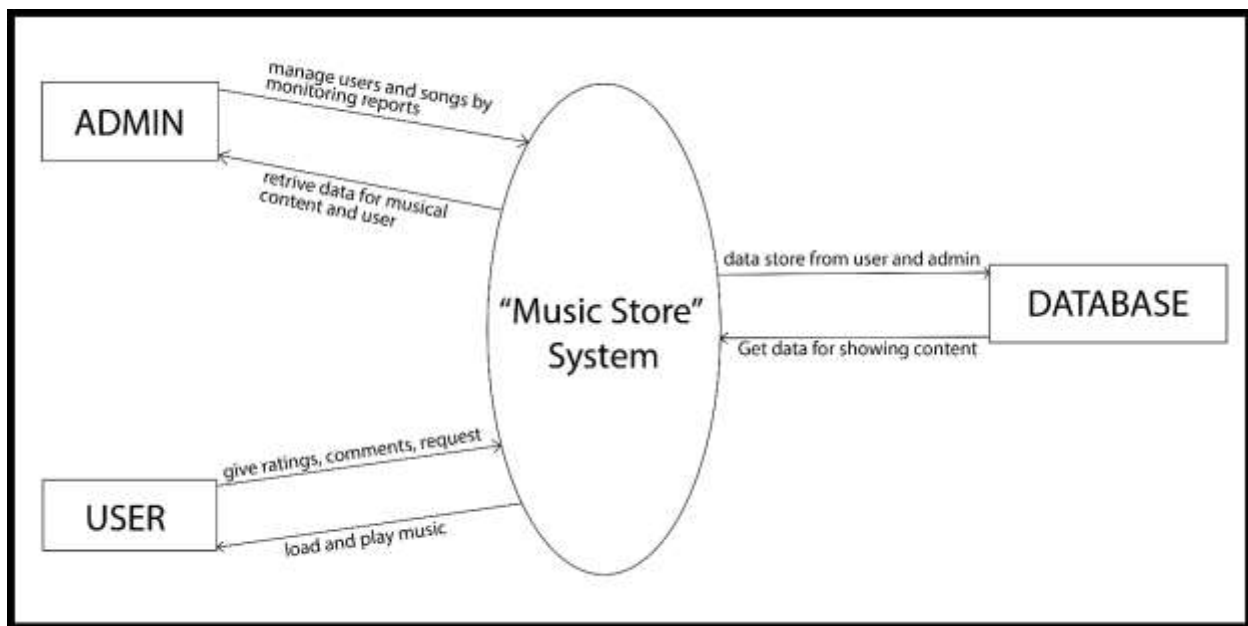


Figure 3.2.3: Data Flow Diagram for our system

## ENTITY RELATIONSHIP DIAGRAM

An entity relationship diagram (ERD) is a data modeling tool that visually depicts the entities in information systems and their relationships. The entity framework infrastructure is represented by an ERD, which is a conceptual and representational model of data.

Elements of an ERD is given below:

- Entities
- Relationship
- Attribute

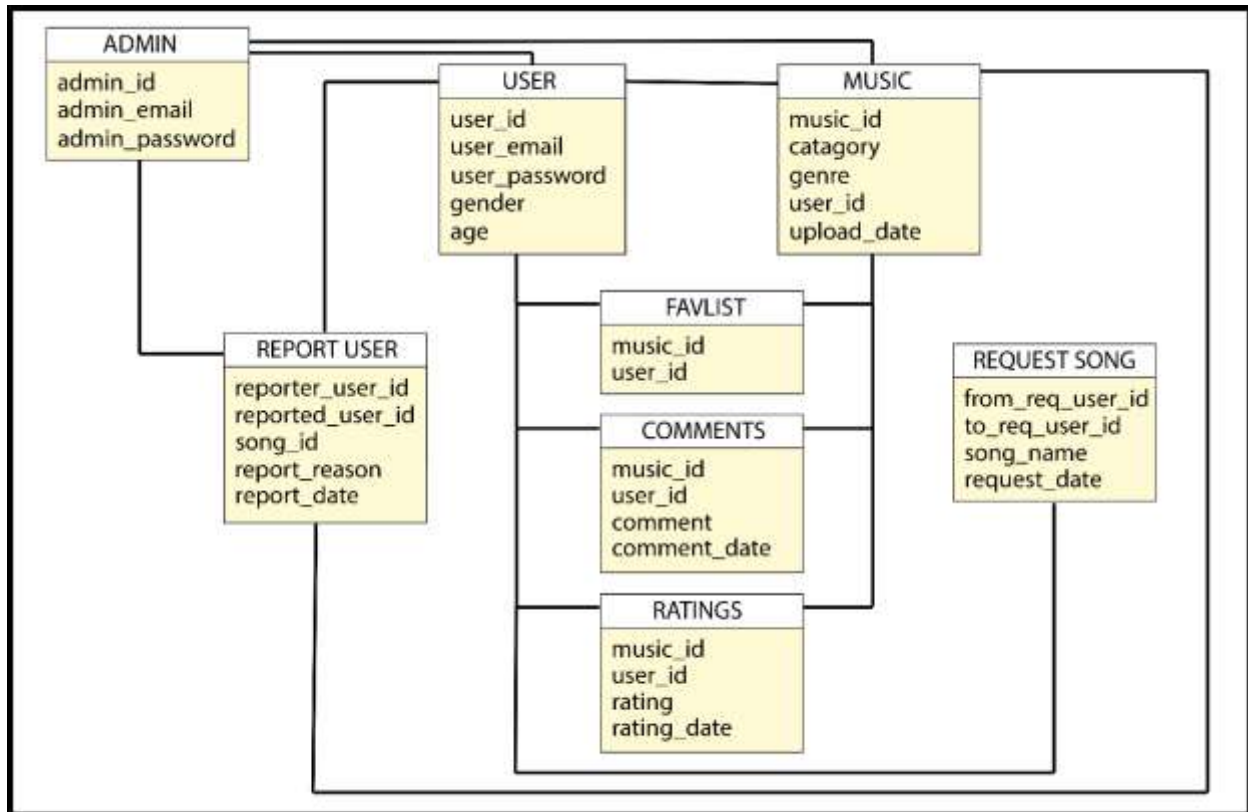


Figure3.2.4: E-R Diagram of the system

### 3.3 Use case modeling and description

Following a thorough examination, the system has been discovered as presenting the following actor.

Actor involved here is given below:

- User
- Admin

#### USE CASE FOR USER

In the user module, anyone need to create account first to login user account with the email and password. After login a user can interact with some required functions that the module provides.

User can play songs that derives from the database. Rate, comment and report a song from user but includes login. User can also request for song and upload the song to the database.

Table 3.3.1: Use case description of User

Use case name:	USER
Actor	Admin
Pre-condition:	None
Primary path:	Enter user email Enter user password Click “login” Button
Exceptional path:	Invalid email Invalid password

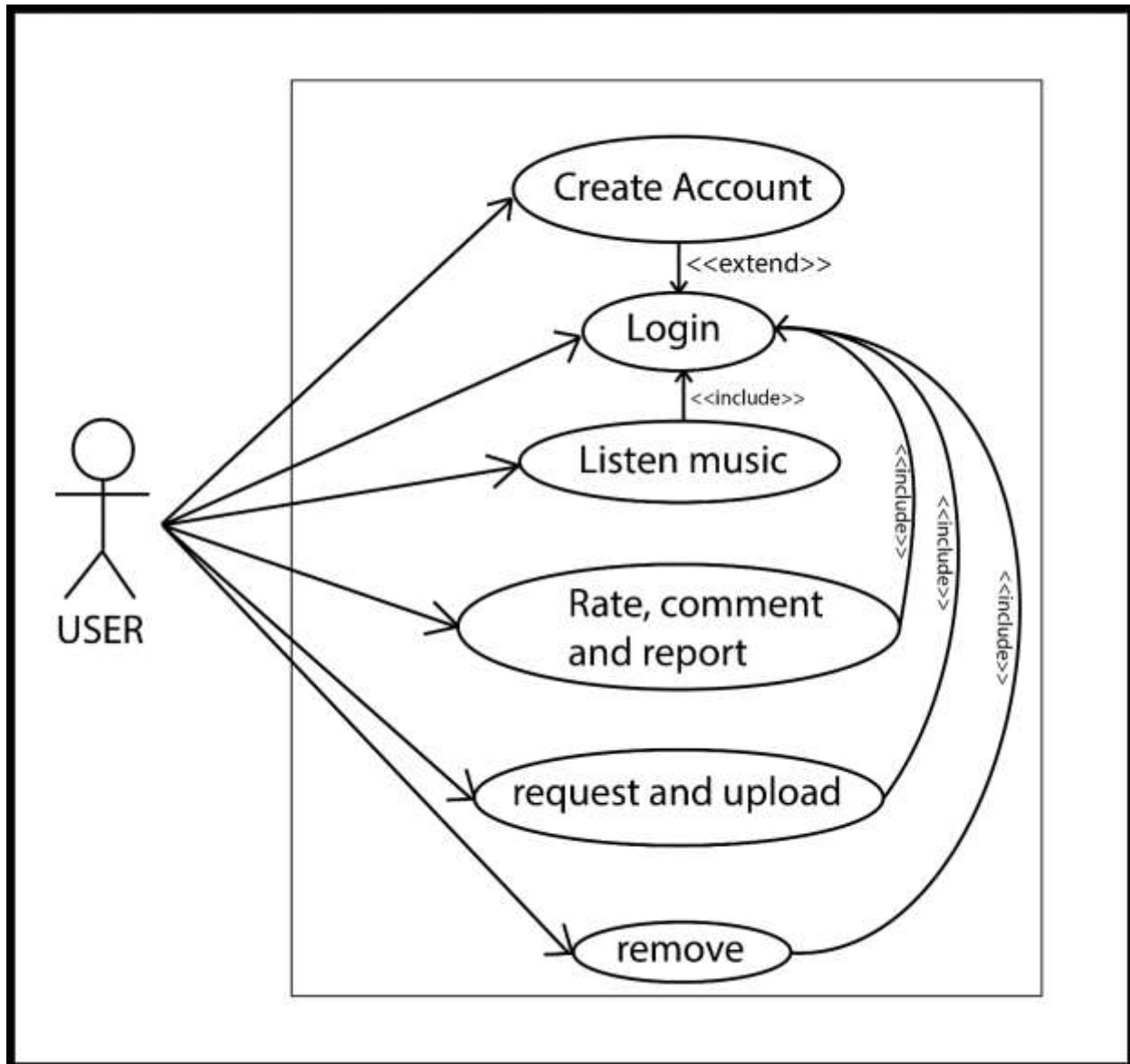


Figure 3.3.1: Use Case modeling For User

## USE CASE FOR ADMIN

In the admin module, Admin can see the report from the users, musical contents and users also. Admin can give warning if any user violates any rules of the site or get valid reported from other users. After verifying reports admin can ban user or song for permanently. Admin's main aim is to monitoring the system and reports from the users then take action.

Table 3.3.2: Use case description of Admin

Use case name:	ADMIN
Actor	Admin
Pre-condition:	None
Primary path:	Enter admin email Enter admin password Click “login” Button
Exceptional path:	Invalid email Invalid password

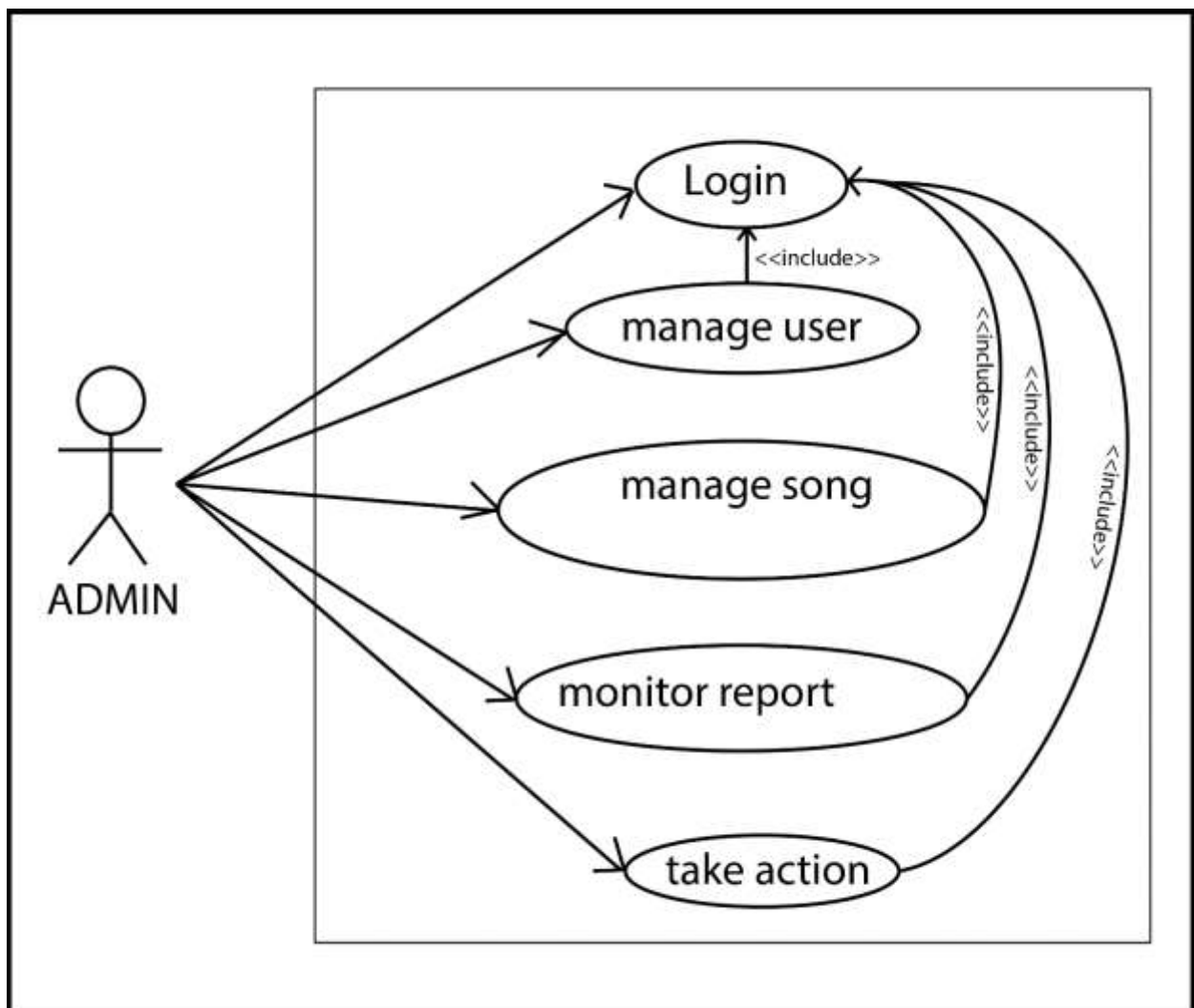


Figure 3.3.2: Use Case Modeling for Admin

## USE CASE DESCRIPTION

It contains information about full part of the Use case Model shown in the below picture. We have already described about every use case through a table and picture in the above section.

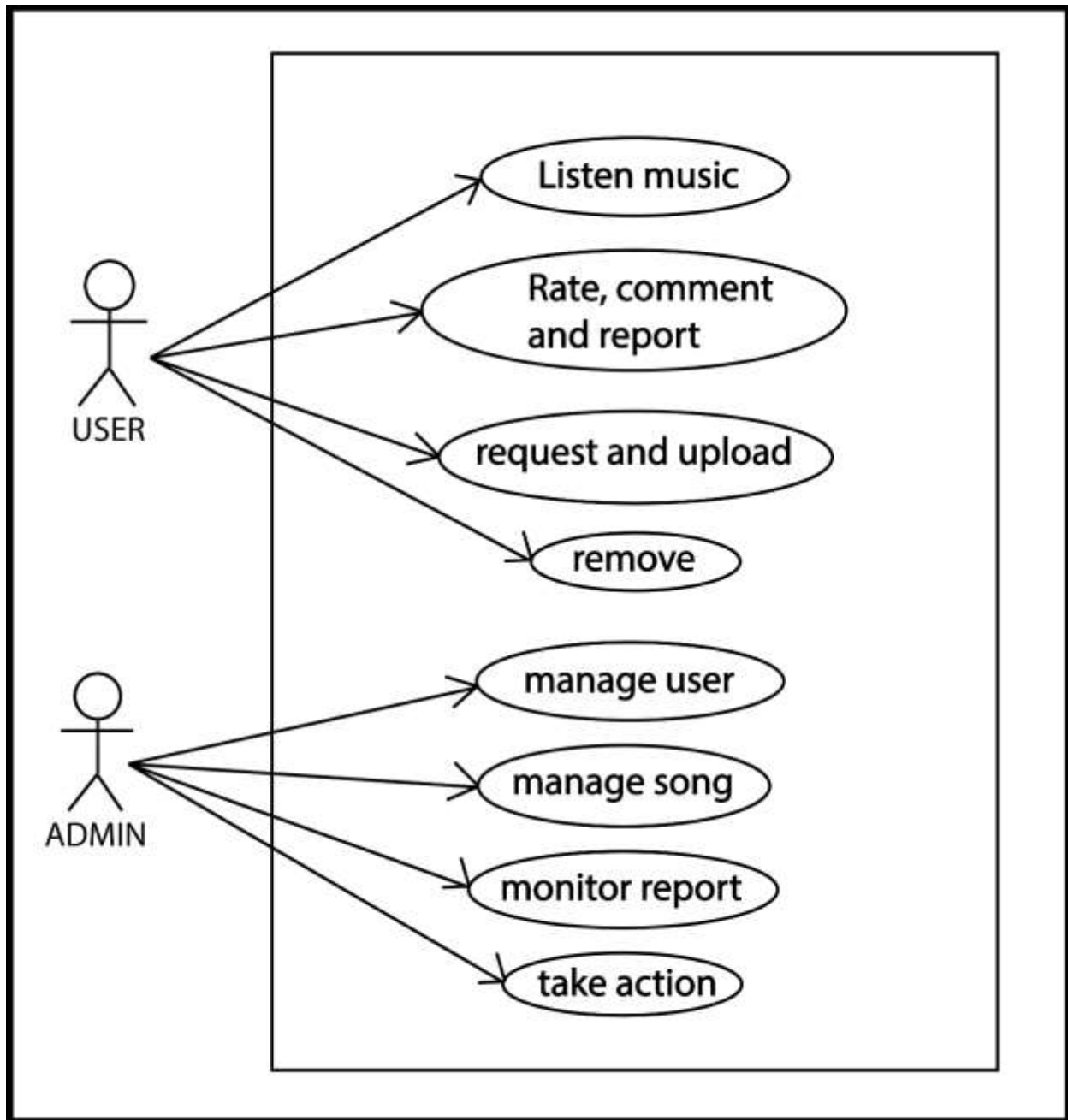


Figure: 3.3.3 Use Case Model

### 3.4 Logical Data Model

The logical model is based on our project fluently. The exact data and the connections are specific.

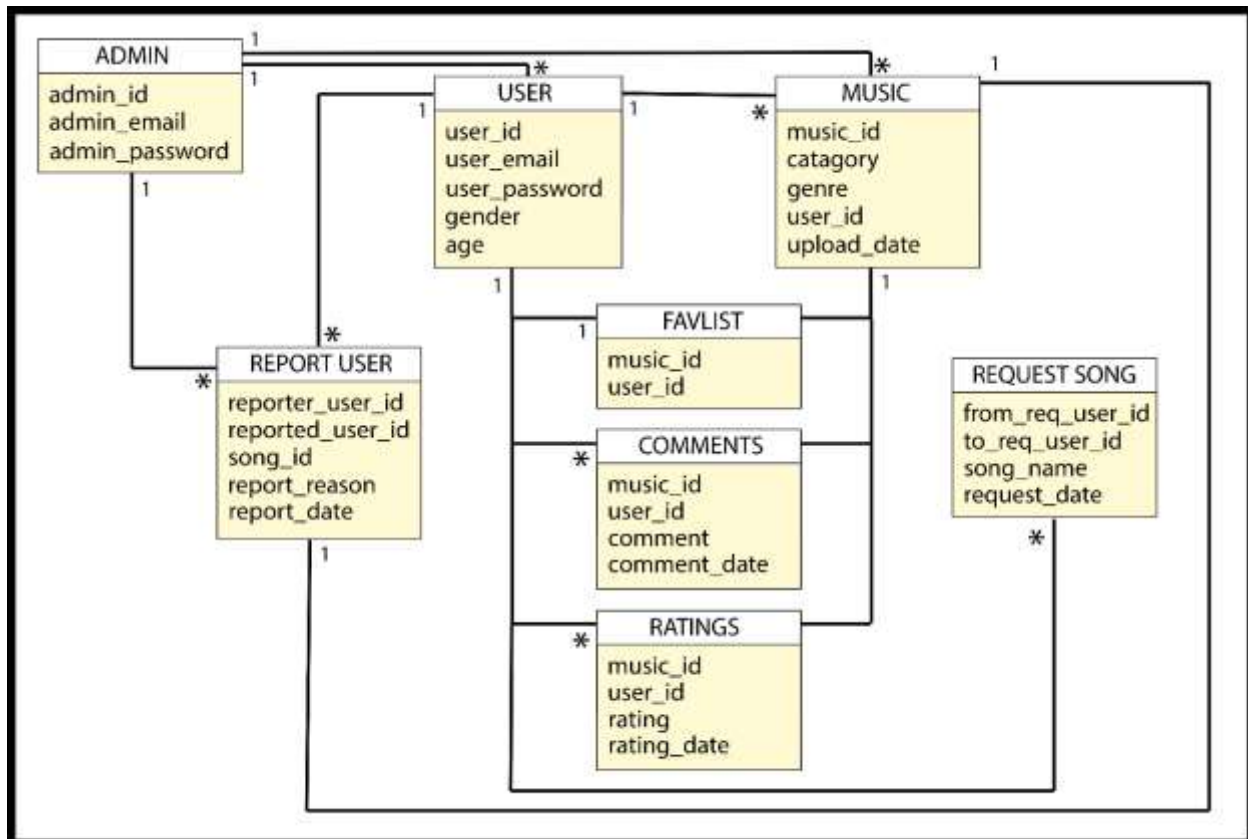


Figure 3.4.1: Logical data model of the project

### 3.5 Design requirement

The process of establishing the architecture, components, modules, interfaces, and data for a system in order to meet certain criteria is known as systems design. The complete system architecture of our application was demonstrated in this chapter, which includes architectural design, use case diagram, flow chart, and data flow diagram. This project's whole design is user-friendly. This project was created using modern and up-to-date design technologies. New concepts have also been examined in order to make it more user-friendly. As time permits, any type of change will be permitted in the future.

### ARCHITECTURE DESIGN

The architecture of a system focuses on the design of the system architecture, which specifies the structure, behavior, and other perspectives and analyses of that system.

The architecture of our application demonstrates that-

- User writes the web address of our application through the web browser.
- This link request goes to the web server.
- PHP Files fetch the data from database and the web page is showed to the user.

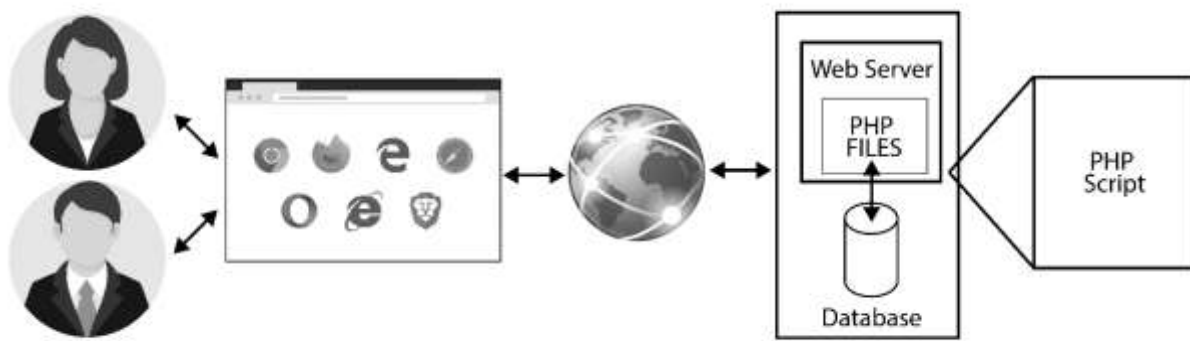


Figure 3.5.1: Architecture Design

The structuring of data according to a database model is known as database design. The designer decides what data should be saved and how the various data parts should interact.

Classifying data and defining interrelationships are two aspects of database architecture. A database's two most important settings are:

- Primary key: - used to verify that the data in a certain column is unique.
- Foreign key: - It's a column in a relational database table that connects data from two tables.

## **CHAPTER 4**

### **DESIGN SPECIFICATION**

#### **4.1 Front-end Design**

The front-end of our website was created utilizing -

- HTML5
- CSS3
- Bootstrap
- JAVA SCRIPT
- Ajax

#### **4.2 Back-end Design**

For our backend, we used PHP. It is easy to get data from the database by MySQL query with the help of PHP. Store data also handled by PHP also. Our website back-end was designed by-

- PHP
- MySQL

#### **4.3 Interaction Design and UX**

##### **DESIGN**

This project has a user-friendly design throughout. Users can interact with the functions very easily. Modern and updated design tools have been used for this project. Also new concepts have been considered to make it user friendly. In future any kind of edit is allowed as time permits. We are maintaining quality of our website.

##### **COMPLETION**

We have designed our website by dividing modules. So that, At any time, each panel can be refreshed.

## PROJECT DELIVERABLES

Our website has improved quality of music. We have divided our projects into different sectors or modules. Here is an advantage of easy user interface which can provided by us. This website is very flexible for user and also for the new users too. We will maintain the security of our site that personal data should not leak through our site. In the future we will have a feature that will allow to listen music on low internet service.

## RESOURCE ALLOCATION

In our project we have a plan for resource management and allocation. We have human resources for the programming part and Time for implementing the whole project step by step

The most common kind of resources required or encountered in project management:

- People: These resources are programmer, designer, manager, director for our project are the human resources for our project.
- Time: This is the overall length of time that was required to complete the project.
- Tools and capital: Tools and funds that aid in the completion of our project is computer, hosting and room for office etc.

## 4.4 Implementation Requirements

The tasks that go into defining the needs or conditions to satisfy for a new or revised product or project, taking into consideration the sometimes competing requirements of many stakeholders, are analyzed, documented, validated, and managed through requirements analysis in systems engineering and software engineering.

## NON-FUNCTIONAL REQUIREMENT

The nonfunctional requirements for our project is described below:

### EFFICIENCY REQUIREMENT

Our system functions should work efficiently and load page with contents without errors.

### RELIABILITY REQUIREMENT

The system should offer users with a secure environment and later any transaction will be secured. Privacy of users must be maintained.

### USABILITY REQUIREMENT

Our “Music Store” system was created in a user-friendly environment and is very simple to use.

### IMPLEMENTATION REQUIREMENTS:

We have created the system using HTML, CSS, Bootstrap, JavaScript for front-end implementation. PHP is used to communication with database so that it can get data from database with the help of MySQL. Furthermore, MySQL is in charge of database development. PHP retrieve data from the MySQL database and the show in the html page as a content.

### DELIVERY REQUIREMENT

The entire system is planned to be delivered in four months, with a weekly project guide assessment.

## CHAPTER 5

### IMPLEMENTATION AND TESTING

#### 5.1 Implementation of Database

In Figure 5.1.1 there is a screenshot of our databases of our project. Here include the all types of data which will be the record of our background system also. We work in phpMyAdmin for our databases set.

Table	Action	Rows	Type	Collation	Size	Overhead
<input type="checkbox"/> admin	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	32.0 KiB	-
<input type="checkbox"/> comments	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
<input type="checkbox"/> fav_list	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
<input type="checkbox"/> music	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
<input type="checkbox"/> ratings	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
<input type="checkbox"/> report_user	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
<input type="checkbox"/> request_song	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
<input type="checkbox"/> user	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	32.0 KiB	-
8 tables	Sum	0	InnoDB	utf8mb4_general_ci	160.0 KiB	0 B

Figure 5.1.1: Screenshot of the database table of the PhpMyAdmin

#### 5.2 Implementation of Front-end Design

The designs of the website, all pages like user login, user profile, song request, admin profile and all other pages are given bellow:

#### Homepage

This is the homepage of our project. This page is also known as main page and this is the main page of the site. After entering into our site user can see this page first. To create account, there is a sign-up button and after that user will sign in with email and password.

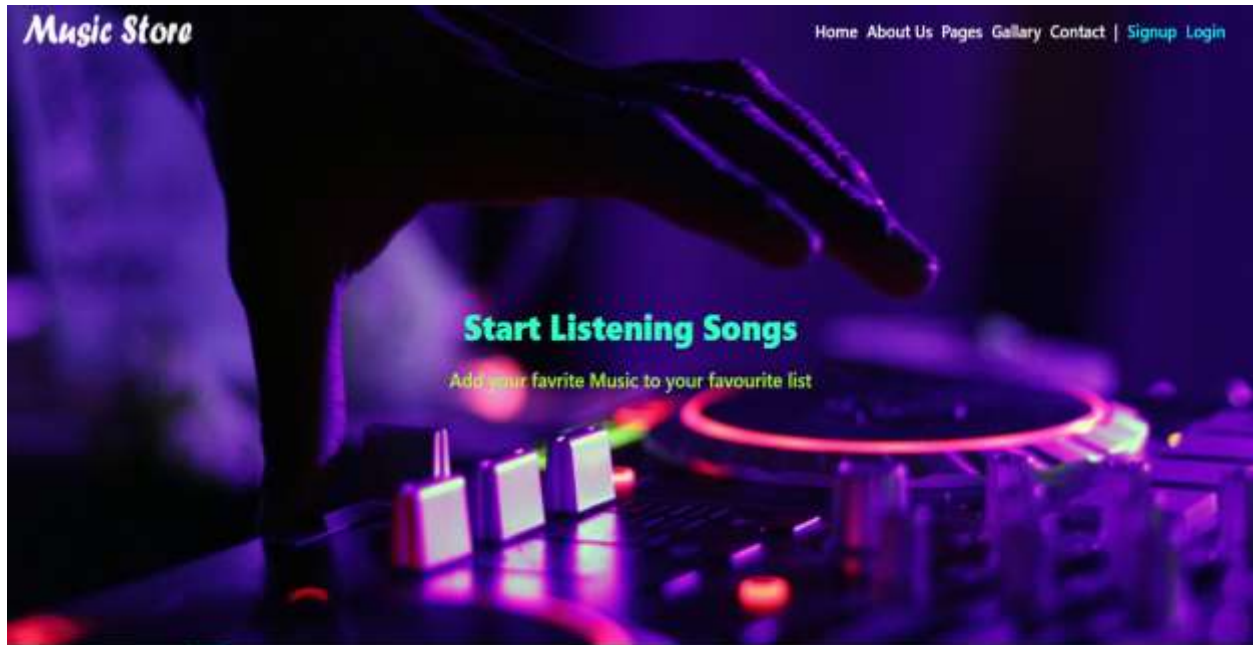


Figure 5.2.1: Screenshot of the homepage of the system

## USER LOGIN

Here user can login with their email and password on their account.

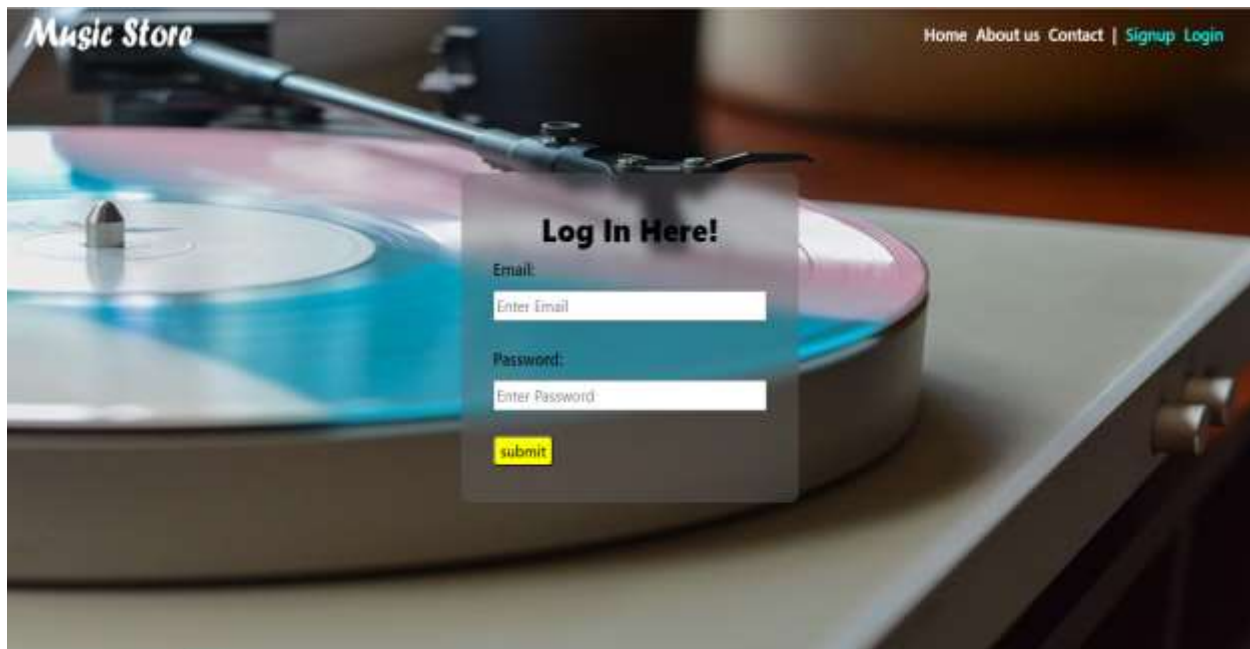


Figure 5.2.2: Screenshot of the login page

## USER REGISTRATION

User must need to register in the website before login. Each user can register with a unique email only.

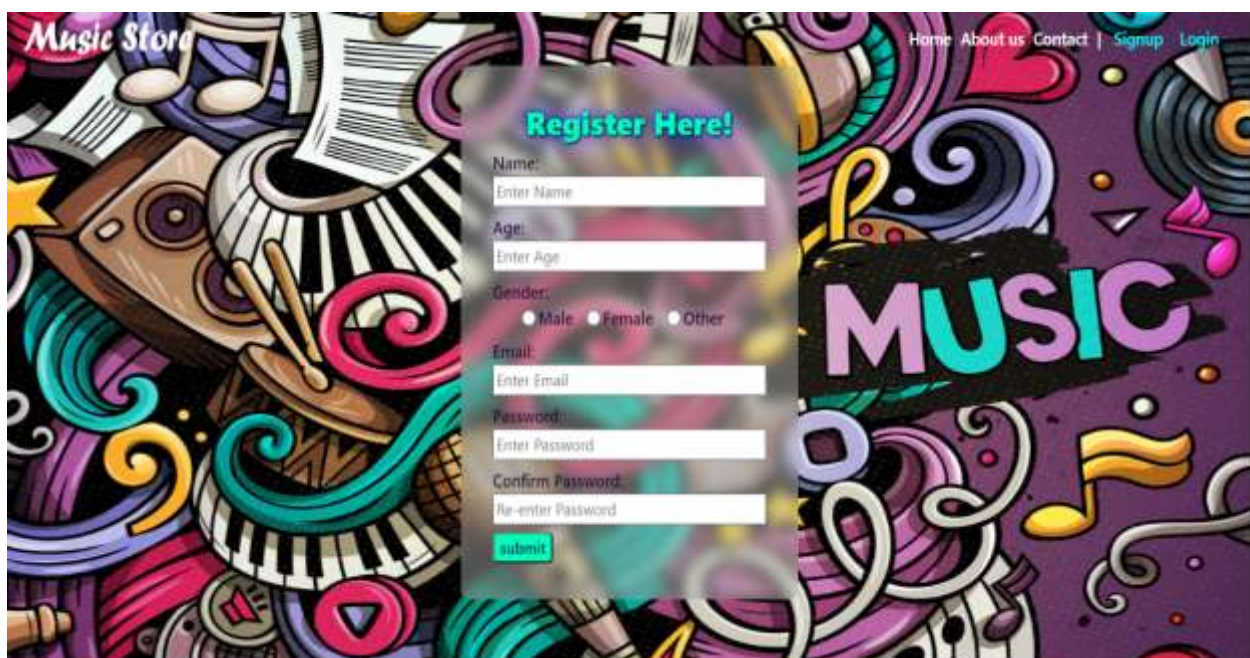


Figure 5.2.3: Screenshot of the registration page

## USER ACCOUNT

This is the user profile page where user can see the latest music. Listen and add to their favorite list. User also can report to any content here. Giving like and comments also available in here. User can search for music as they need.

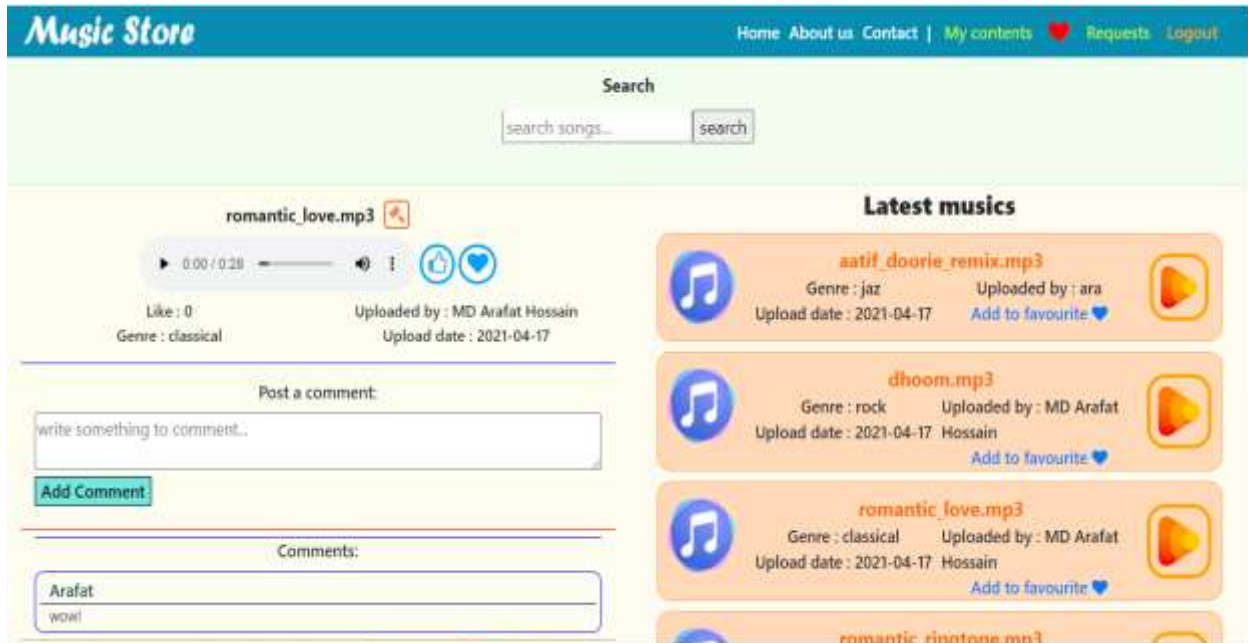


Figure 5.2.4: Screenshot of the user home page

## MY CONTENTS

This is a page where user can upload their own content and also can see the comments and likes of the content. Users can search their uploaded contents here also. Remove own content can be possible in this page.

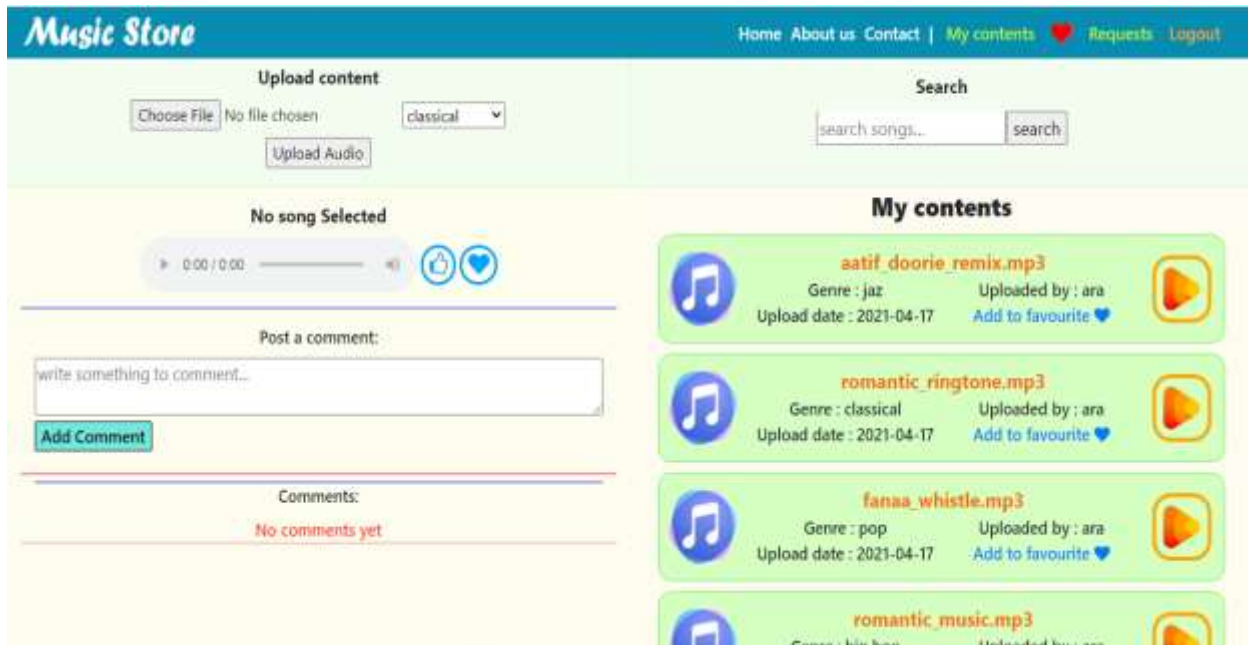


Figure 5.2.5: Screenshot of my content page

## MY FAVOURITES

This page is about the favorite contents. Here user can request other users for any song and also can search their favorite content.

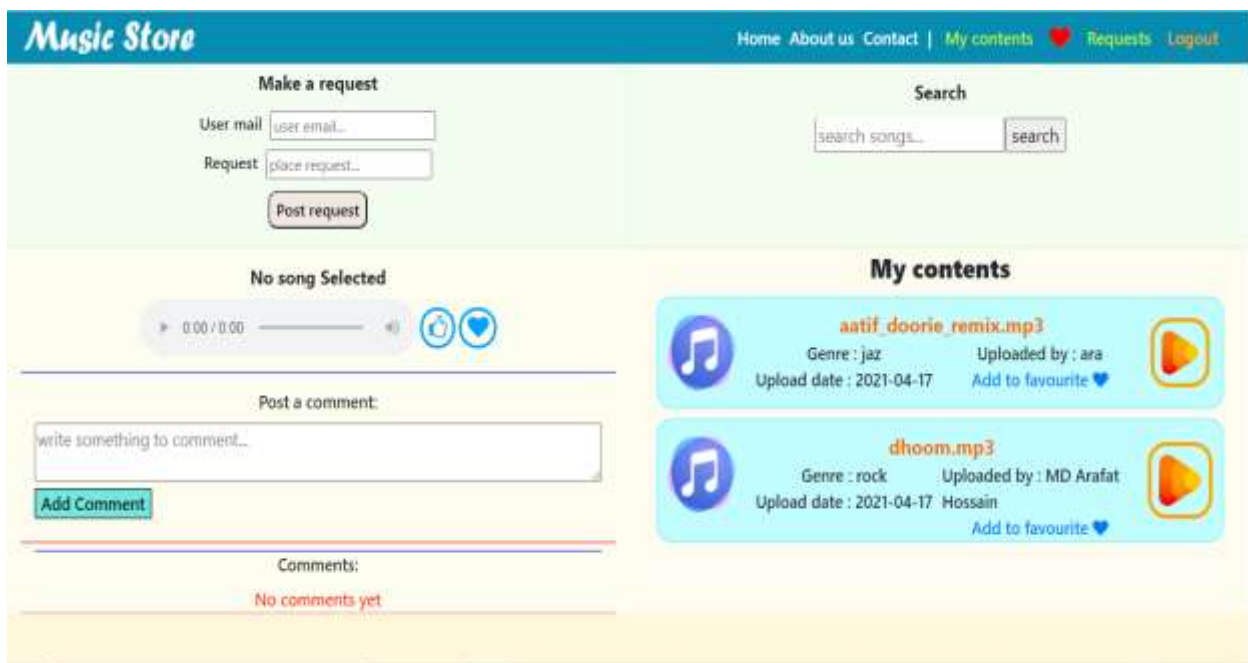


Figure 5.2.6: Screenshot of my favorite page

## REQUEST

Here the owners can see the requests that comes from another user. And also can remove the requests as their need.



Figure 5.2.7: Screenshot of request page

## ADMIN LOGIN

Admin need to login to go to their own admin panel.



Figure 5.2.8: Screenshot of admin login page

## ADMIN PANEL

In the admin panel, admin can see the songs can has report and users that got reported. If any user violates the rule, then admin can remove or ban the song and user completely.

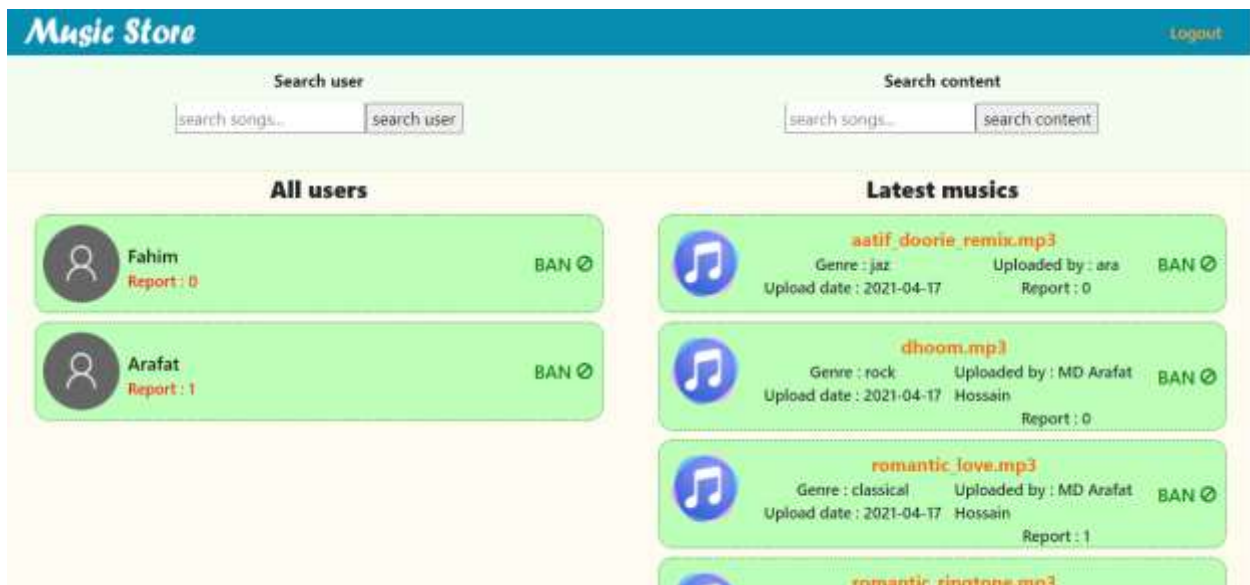


Figure 5.2.9: Screenshot of admin panel

### 5.3 Testing Implementation

We have tested our project fully and satisfied with the result. Here we make some basic test to our system. We are given the value below:

Table 5.4.1: Test Case

Test case	Test Input	Expected Outcome	Obtained Outcome	Pass/fail
1. User registration	registration with user email, password and other information	Successfully registration	Successfully registration	pass
2. User login	Login with user email and password	Successfully login	Successfully login	pass
3. All music can play	none	music plays Successfully	music plays Successfully	pass
4. Search music	Search music with a keyword	Search result shows Successfully	Search result shows Successfully	pass
5. Add to favorite list	None	Add music to favorite list Successfully	Add music to favorite list Successfully	pass
6. Give like and comment to a music	For comment, user write anything to comment	Add the comment and like Successfully	Add the comment and like Successfully	pass
7. Report a music	None	Report Successfully	Report Successfully	pass
8. Upload own content	Mp3 type content and select genre	Upload music Successfully	Upload music Successfully	pass
9. Request for a music	Email id of the artist and request text	Request Successfully	Request Successfully	pass
10. Remove own content	None	Remove Successfully	Remove Successfully	pass

11. Download music	None	Download Successfully	Download Successfully	pass
12. logout	None	Logout Successfully	Logout Successfully	pass
13.admin login	Admin email and password	Login successfully	Login successfully	pass
14. admin view all users and music	None	View successfully	View successfully	pass
15. remove user and music	None	Remove successfully	Remove successfully	pass
16. admin logout	None	Logout successfully	Logout successfully	pass

## 5.4 Test Results and Reports

A test report is necessary to reflect testing in a formal manner, providing a scope for quickly estimating testing results. It's a document that organizes the data from your assessment experiment, describes the setting or operational settings, and compares the test results to the test goals. We sampled our product with several sorts of test scenarios, and our test results passed all scopes with flying colors. Finally, our system is ready for lunch, and we can use the results as a benefit of usability testing.

Table 5.5.1: Benefits of usability testing

Benefits of usability testing	Yes	no
Easy to use	√	
Better UI	√	

Good quality of system	√	
Easy understanding for new users	√	
Rapidly accepted by users	√	

## **CHAPTER 6**

### **IMPACT ON SOCIETY, ENVIRONMENT AND SUSTAINABILITY**

#### **6.1 Impact on Society**

We believe that those who truly love and care about music are could be our best user. professional musicians and other vocalists also could use this platform for spreading their singing talent. The recent popular music reflects our culture. So, it also could be a huge storage of cultural history. Our society specially the youth is very depended in music now days. This is probably the most identifiable and direct impact music has on people in society. So that People can have access to their favorite music on easily on this site.

#### **6.2 Impact on Environment**

Music makes us feel a certain way and it sets moods and creates atmospheres. As humans, we're so behaviorally influenced by the way we feel. That's why we throw on an upbeat playlist while we're working out, put on jazz on a romantic date, or get up and dance when a four-on-the-floor beat is going down. So, this site could help a easy service to them by providing good quality music with easy access.

#### **6.3 Ethical Aspects**

Music can refresh mind and people can lower their stretch by listening to music. We are providing free mind fresher treatment in an easy way.

#### **6.4 Sustainability Plan**

After publishing our site, we run in the same hosting without any change. But we will increase our hosting power as the users need and server load. We will recruit some manager and programmer for update and maintain the site and map our targets. We will create our action plans. Monitor site traffic and profit of two types. Active and passive income source will be set up in the site. We have also planned for increasing our resources.

## **CHAPTER 7**

### **CONCLUSION AND FUTURE SCOPE**

#### **7.1 Discussion and Conclusion**

We believe that the music store system will be useful and supportable for users who enjoy music. Users can have quality music with their favorite artists which can be the most entertaining part. We think of a very good performance of this site for the users. New users can never be bored at all with our service. It could be a large collection of music from different country different voices and different languages with different tastes.

#### **7.2 Scope for Further Developments**

Gradually, our project work will be continued. We will make update our system day by day and try to publish it online so that user face more comfortable to use this site. We will add more features. Such as:

- A “point system” will be developed
- Prize pull with height point from the users who is also an artist
- Private upload
- Premium contents pay to listen
- Make an android application

We have thought about these features for now for the future updates. Later on, we will be other updates from our team.

## **REFERENCES**

[1] SDLC agile model, available at <<  
<https://i0.wp.com/melsatar.blog/wpcontent/uploads/2012/03/sdlc.png?resize=830%2C374&ssl=1> >> last accessed  
on 22.apr.2021

# APPENDICES

## Appendix A: Project Reflection

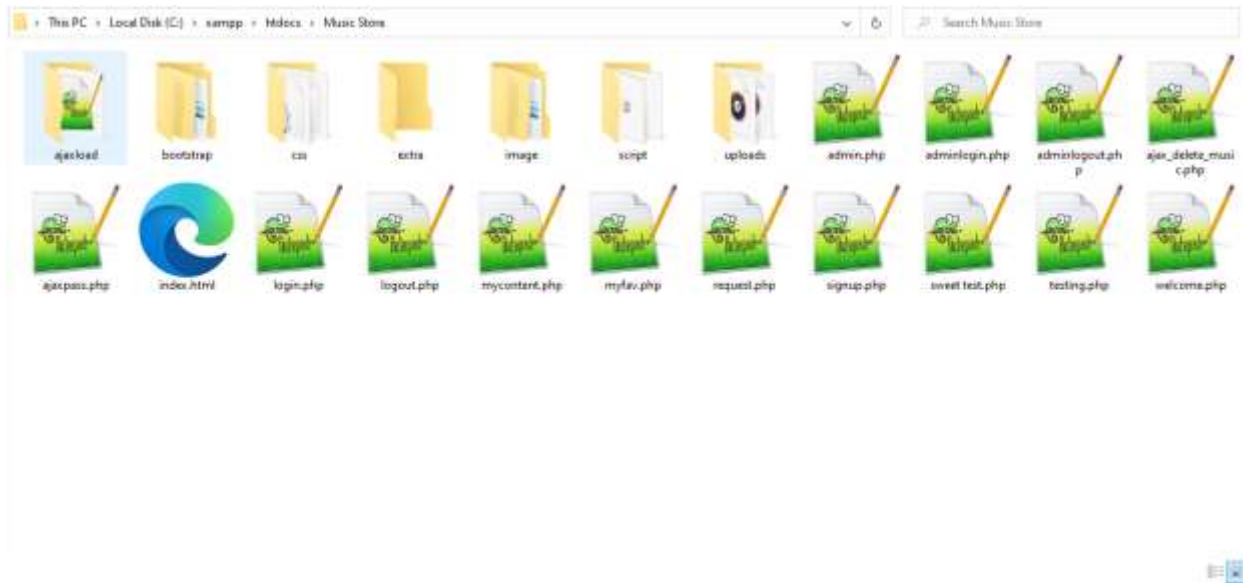


Figure A.1: Project Development Step by Step

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ABSTRACT The main aim of developing this website named "Music Store", it's a collection of MP3 songs of different languages in one place where users can play and listen their favorite songs on our website at free of cost. The user interface is very easy to interact. This is a particular kind of internet music player. Most of the websites now a day's can access online but download music files with free of cost. But it makes problem with piracy so this will be the best place to stop music piracy. Here the customer should log in through Music store website and play the favorite music, like songs, song covers by other artists and so on. Then selected music files can be downloaded directly to the local system of the user. The main advantage is it is user-friendly, unlimited songs per day, upload faster song and also decrease the manual efforts of finding songs in other sites and time. This is a site on which a user can listen and save their favorite music and also upload any music cover. Users also can rate a song by their own opinion and comment to criticize any uploader. Suggest or request songs to their favorite artists. 37 © Daffodil International University 1 CHAPTER 1 INTRODUCTION 1.1 Introduction This is a Project of Online Music Store where anyone can listen to their favorite music and also upload their own music. This website has been created in such a way that users will have no trouble utilizing it.. Even a user also doesn't need much effort to use this website. In this project, there will be admin for controlling site and management users, songs and monitoring reports from users. The general users must need to sign up and login to listen songs or other activities like upload, comment rate, report and share etc. This is very tough nowadays to find music without searching it on google and there are some sites that doesn't provide free music for listening and downloading also. So, users cannot satisfy with the service and there always a problem occurs for finding other artists covers. So, it will be easy to find covers of the same songs for the users and maintain the quality music. 1.2 Motivation The main goal is to deliver the best quality of music and store the music for sharing with all for free of costs. It can save users time to find a music and related music, covers and same type songs with a very easy UI. Even if anyone don't know how to use this site, she/he can easily learn the UI within a short time. Violate songs can be reported to the admin and admin can take action for the violent activities. So, the quality will be maintained also to secure the music world. User can also save music to their favorite and also download the song in the local system. It could be the way of human

refreshment and entertainment 1.3 Objectives Music store will be controlled by admin to maintain the rules and regulations. Our user will have some limitations that should not be violated to maintain website reputation. Users can upload, [©Daffodil International University 2](#) download, rate, comment, request for a song, add to favorite, remove own songs, see own comment and rates in own content. Users can report other user for any copy of music, cover songs etc. daily listening and upload will have no limits for now and user can also download own to the local systems. Users can keep private their own song for not sharing with others. Admin can check all reports and decide to take action for the reported user or song. Admin give warnings before taking any actions. 1.4 Expected Outcome we can expect the outcome from our project is very positive. Good user experience is expected for providing better quality of music. Violations will be removed by admin to maintain the rules and regulations and also for providing a secure platform for users. Secure transaction and information privacy will be main concern. Compatible with all devices and should be responsive with screen sizes also. We expect all the functions for uploading, downloading, rate, comment and others works successfully. 1.5 Project Management and Finance A successful start-up business venture is a project, or group of projects, with a clear beginning and middle. A project must needs attract funds from upper management. Financing is the same as project selection and approval. The Financing Phase of the cash cycle is equivalent to project selection and approval. Here we need some finance support for buying hosting and domain name. Maintenance cost also included in the financial support. 1.6 Report Layout In this project a full overview of our system and related work and terminologies are given gradually. We recently made a survey on this similar work and try to what is more scope to develop this existing project. In chapter 2 we describe the challenges and facing problem which is make difficult to us. Another chapter 3 we describe the three stage of background. We also describe the requirement specification and try to disclose users demand. In, chapter 4 and 5 we disclose how we solve the problem and what we use to implement the project. Finally, in chapter 6 we remark some concluding and suggestions for future works. [©Daffodil International University 3](#) CHAPTER 2 BACKGROUND 2.1 Introduction Music is in very high demand all across the world but people cannot find a suitable and trusted site to make them comfortable for listening and uploading any music. Security and privacy are one of the main factors what must need to maintain. Data leaking is a very dangerous and harmful activity. So, ensuring the privacy of user is the must here. 2.2 Related Works There are several websites dedicated to music. But there is no proper website that gives free access for listening and uploading songs. There are some websites: discogs.com, mp3juices.cc, ilbe.com, hitmo.me etc. But some of these cannot give free access to listen unlimited songs per day and download limit also occurs. The sites speed is slow and quality of songs are not maintained for the long time. So, our concern is to focus the quality music with a better performance. 2.3 Comparative Studies This project was created by us for using as a completely web-based system controlled by admin. For this, we have researched some of websites that similar to our concepts and find out some problem for users. Low speed of site, download limitations per day, listening songs and upload songs limitations per day are the most common problem of the websites. So, to overcome the problems we have found out a new concept of user freedom without violating rules and regulation of the site. So that it automatically maintains user's privacy and copyright terms. 2.4 Scope of the problem [©Daffodil International University 4](#) The main target of our website is to provide a secure system with a good speed data transition and quality music for free. People can find their favorite songs easily and save in their favorite section. If any user likes any artist's song, then she/he can request for another song and give a good comment, rate. The feedback of users could help the artist to produce best music and hold the best position. Artists could be motivated by the other users. Report to any user will be monitored by admin and give warning before taking any actions. Admin can take actions if any violation found from any user. 2.5 Challenges The challenge of the supervision process is to provide a safe, secure website with easy UI so that every user can operate from the first time. Maintain the sound quality of music also a challenge with good download and upload speed. Users private information keeping secure and also privacy with their identity also challenging part of the site. Maintaining the rules and regulations of the site, monitoring all users and songs by report and take action are also some challenges. [©Daffodil International University 5](#) CHAPTER 3 REQUIREMENT SPECIFICATION 3.1 Business Process Modeling Figure 3.1.1: Business process modeling 3.2 Requirement Collection and Analysis When it comes to any form of project, gathering requirements is crucial. Collection of requirements is critical not only for the project, but also for the project management function. The most crucial phase in every project is gathering requirements. The project will be at danger if the [©Daffodil International University 6](#) project team fails to capture all of the required requirements for a solution. This might lead to a lot of arguments in the future. As a result, consider requirement gathering to be a critical project team job. So that we may gather our project requirements as quickly as feasible. SOFTWARE DEVELOPMENT LIFE

CYCLE (AGILE) The agile model is a popular variant of the systems development life cycle model because of its linear sequential requirements, which implies that each phase must be completely finished before moving on to the next. A review was conducted at the conclusion of each phase to ensure that the project was on track. Figure 3.2.1: Software development life cycle (agile) FLOW CHART: © [Daffodil International University 7](#) The processes of our Music Store System given below- Figure 3.2.2: Flow Chart for Music Store system DATAFLOW DIAGRAM © [Daffodil International University 8](#) A data flow diagram (DFD) is a graphical depiction of data "flow" across an information system that models process elements. A DFD is frequently used as a basic stage in the development of a system overview that may subsequently be developed. DFDs are also useful for visualizing data processing (structured design). The DFD below depicts the types of data that will be input and output from the system, as well as where the data will come from and go to, and where it will be kept. Data flow diagram of our website is given below- Figure 3.2.3: Data Flow Diagram for our system ENTITY RELATIONSHIP DIAGRAM An entity relationship diagram (ERD) is a data modeling tool that visually depicts the entities in information systems and their relationships. The entity framework infrastructure is represented by an ERD, which is a conceptual and representational model of data. Elements of an ERD is given below: ? Entities ? Relationship ? Attribute 9 © [Daffodil International University](#) Figure 3.2.4: E-R Diagram of the system 3.3 Use case modeling and description Following a thorough examination, the system has been discovered as presenting the following actor. Actor involved here is given below: ? User ? Admin USE CASE FOR USER In the user module, anyone need to create account first to login user account with the email and password. After login a user can interact with some required functions that the module provides. 10 © [Daffodil International University](#) User can play songs that derives from the database. Rate, comment and report a song from user but includes login. User can also request for song and upload the song to the database. Table 3.3.1: Use case description of User Use case name: USER Actor Admin Pre-condition: None Primary path: Enter user email Enter user password Click "login" Button Exceptional path: Invalid email Invalid password © [Daffodil International University 11](#) Figure 3.3.1: Use Case modeling For User USE CASE FOR ADMIN In the admin module, Admin can see the report from the users, musical contents and users also. Admin can give warning if any user violates any rules of the site or get valid reported from other users. After verifying reports admin can ban user or song for permanently. Admin's main aim is to monitoring the system and reports from the users then take action. © [Daffodil International University 12](#) Table 3.3.2: Use case description of Admin Use case name: ADMIN Actor Admin Pre-condition: None Primary path: Enter admin email Enter admin password Click "login" Button Exceptional path: Invalid email Invalid password Figure 3.3.2: Use Case Modeling for Admin © [Daffodil International University 13](#) USE CASE DESCRIPTION It contains information about full part of the Use case Model shown in the below picture. We have already described about every use case through a table and picture in the above section. Figure: 3.3.3 Use Case Model © [Daffodil International University 14](#) 3.4 Logical Data Model The logical model is based on our project fluently. The exact data and the connections are specific. Figure 3.4.1: Logical data model of the project 3.5 Design requirement The process of establishing the architecture, components, modules, interfaces, and data for a system in order to meet certain criteria is known as systems design. The complete system architecture of our application was demonstrated in this chapter, which includes architectural design, use case diagram, flow chart, and data flow diagram. This project's whole design is user- friendly. This project was created using modern and up-to-date design technologies. New concepts have also been examined in order to make it more user-friendly. As time permits, any type of change will be permitted in the future. ARCHITECTURE DESIGN © [Daffodil International University 15](#) The architecture of a system focuses on the design of the system architecture, which specifies the structure, behavior, and other perspectives and analyses of that system. The architecture of our application demonstrates that- ? User writes the web address of our application through the web browser. ? This link request goes to the web server. ? PHP Files fetch the data from database and the web page is showed to the user. Figure 3.5.1: Architecture Design The structuring of data according to a database model is known as database design. The designer decides what data should be saved and how the various data parts should interact. Classifying data and defining interrelationships are two aspects of database architecture. A database's two most important settings are: ? Primary key: - used to verify that the data in a certain column is unique. ? Foreign key: - It's a column in a relational database table that connects data from two tables. © [Daffodil International University 16](#) CHAPTER 4 DESIGN SPECIFICATION 4.1 Front-end Design The front-end of our website was created utilizing - ? HTML5 ? CSS3 ? Bootstrap ? JAVA SCRIPT ? Ajax 4.2 Back-end Design For our backend, we used PHP. It is easy to get data from the database by MySQL query with the help of PHP. Store data also handled by PHP also. Our website back-end was designed by- ? PHP ? MySQL 4.3 Interaction Design and UX DESIGN This project has a user-friendly design throughout. Users can interact with the functions

very easily. Modern and updated design tools have been used for this project. Also new concepts have been considered to make it user friendly. In future any kind of edit is allowed as time permits. We are maintaining quality of our website. COMPLETION © [Daffodil International University 17](#) We have designed our website by dividing modules. So that, At any time, each panel can be refreshed. PROJECT DELIVERABLES Our website has improved quality of music. We have divided our projects into different sectors or modules. Here is an advantage of easy user interface which can provided by us. This website is very flexible for user and also for the new users too. We will maintain the security of our site that personal data should not leak through our site. In the future we will have a feature that will allow to listen music on low internet service. RESOURCE ALLOCATION In our project we have a plan for resource management and allocation. We have human resources for the programming part and Time for implementing the whole project step by step The most common kind of resources required or encountered in project management: ? People: These resources are programmer, designer, manager, director for our project are the human resources for our project. ? Time: This is the overall length of time that was required to complete the project. ? Tools and capital: Tools and funds that aid in the completion of our project is computer, hosting and room for office etc. 4.4 Implementation Requirements The tasks that go into defining the needs or conditions to satisfy for a new or revised product or project, taking into consideration the sometimes competing requirements of many stakeholders, are analyzed, documented, validated, and managed through requirements analysis in systems engineering and software engineering. © [Daffodil International University 18](#) NON-FUNCTIONAL REQUIREMENT The nonfunctional requirements for our project is described below: EFFICIENCY REQUIREMENT Our system functions should work efficiently and load page with contents without errors. RELIABILITY REQUIREMENT The system should offer users with a secure environment and later any transaction will be secured. Privacy of users must be maintained. USABILITY REQUIREMENT Our "Music Store" system was created in a user-friendly environment and is very simple to use. IMPLEMENTATION REQUIREMENTS: We have created the system using HTML, CSS, Bootstrap, JavaScript for front-end implementation. PHP is used to communication with database so that it can get data from database with the help of MySQL. Furthermore, MySQL is in charge of database development. PHP retrieve data from the MySQL database and the show in the html page as a content. DELIVERY REQUIREMENT The entire system is planned to be delivered in four months, with a weekly project guide assessment. © [Daffodil International University 19](#) CHAPTER 5 IMPLEMENTATION AND TESTING 5.1 Implementation of Database In Figure 5.1.1 there is a screenshot of our databases of our project. Here include the all types of data which will be the record of our background system also. We work in phpMyAdmin for our databases set. Figure 5.1.1: Screenshot of the database table of the PhpMyAdmin 5.2 Implementation of Front-end Design The designs of the website, all pages like user login, user profile, song request, admin profile and all other pages are given bellow: HOMEPAGE © [Daffodil International University 20](#) This is the homepage of our project. This page is also known as main page and this is the main page of the site. After entering into our site user can see this page first. To create account, there is a sign-up button and after that user will sign in with email and password. Figure 5.2.1: Screenshot of the homepage of the system USER LOGIN Here user can login with their email and password on their account. © [Daffodil International University 21](#) Figure 5.2.2: Screenshot of the login page USER REGISTRATION User must need to register in the website before login. Each user can register with a unique email only. Figure 5.2.3: Screenshot of the registration page 22 © [Daffodil International University](#) USER ACCOUNT This is the user profile page where user can see the latest music. Listen and add to their favorite list. User also can report to any content here. Giving like and comments also available in here. User can search for music as they need. Figure 5.2.4: Screenshot of the user home page MY CONTENTS This is a page where user can upload their own content and also can see the comments and likes of the content. Users can search their uploaded contents here also. Remove own content can be possible in this page. © [Daffodil International University](#) 23 Figure 5.2.5: Screenshot of my content page MY FAVOURITES This page is about the favorite contents. Here user can request other users for any song and also can search their favorite content. Figure 5.2.6: Screenshot of my favorite page 24 © [Daffodil International University](#) REQUEST Here the owners can see the requests that comes from another user. And also can remove the requests as their need. Figure 5.2.7: Screenshot of request page ADMIN LOGIN Admin need to login to go to their own admin panel. © [Daffodil International University](#) 25 Figure 5.2.8: Screenshot of admin login page ADMIN PANEL In the admin panel, admin can see the songs can has report and users that got reported. If any user violates the rule, then admin can remove or ban the song and user completely. Figure 5.2.9: Screenshot of admin panel © [Daffodil International University](#) 26 5.3 Testing Implementation We have tested our project fully and satisfied with the result. Here we make some basic test to our system. We are given the value below: Table 5.4.1: Test Case Test case Test Input Expected Outcome Obtained Outcome Pass/fail 1. User

registration registration with user email, password and other information Successfully  
 registration Successfully registration pass 2. User login Login with user email and password  
 Successfully login Successfully login pass 3. All music can play none music plays  
 Successfully music plays Successfully pass 4. Search music Search music with a keyword  
 Search result shows Successfully Search result shows Successfully pass 5. Add to favorite  
 list None Add music to favorite list Successfully Add music to favorite list Successfully pass  
 6. Give like and comment to a music For comment, user write anything to comment Add the  
 comment and like Successfully Add the comment and like Successfully pass 7. Report a  
 music None Report Successfully Report Successfully pass 8. Upload own content Mp3 type  
 content and select genre Upload music Successfully Upload music Successfully pass 9.  
 Request for a music Email id of the artist and request text Request Successfully Request  
 Successfully pass 10. Remove own content None Remove Successfully Remove Successfully  
 pass © [Daffodil International University](#) 27 11. Download music None Download Successfully  
 Download Successfully pass 12. Logout None Logout Successfully Logout Successfully pass  
 13. admin login Admin email and password Login successfully Login successfully pass 14.  
 admin view all users and music None View successfully View successfully pass 15. remove  
 user and music None Remove successfully Remove successfully pass 16. admin logout None  
 Logout successfully Logout successfully pass 5.4 Test Results and Reports A test report is  
 necessary to reflect testing in a formal manner, providing a scope for quickly estimating  
 testing results. It's a document that organizes the data from your assessment experiment,  
 describes the setting or operational settings, and compares the test results to the test goals.  
 We sampled our product with several sorts of test scenarios, and our test results passed all  
 scopes with flying colors. Finally, our system is ready for lunch, and we can use the results  
 as a benefit of usability testing. Table 5.5.1: Benefits of usability testing Benefits of usability  
 testing Yes no Easy to use ✓ Better UI ✓ © [Daffodil International University](#) 28 Good quality  
 of system ✓ Easy understanding for new users ✓ Rapidly accepted by users ✓ © [Daffodil International University](#) 29 CHAPTER 6 IMPACT ON SOCIETY, ENVIRONMENT AND  
 SUSTAINABILITY 6.1 Impact on Society We believe that those who truly love and care about  
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 this platform for spreading their singing talent. The recent popular music reflects our  
 culture. So, it also could be a huge storage of cultural history. Our society specially the  
 youth is very depended in music now days. This is probably the most identifiable and direct  
 impact music has on people in society. So that People can have access to their favorite  
 music on easily on this site. 6.2 Impact on Environment Music makes us feel a certain way  
 and it sets moods and creates atmospheres. As humans, we're so behaviorally influenced by  
 the way we feel. That's why we throw on an upbeat playlist while we're working out, put on  
 jazz on a romantic date, or get up and dance when a four-on-the-floor beat is going down.  
 So, this site could help a easy service to them by providing good quality music with easy  
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 listening to music. We are providing free mind fresher treatment in an easy way. 6.4  
 Sustainability Plan After publishing our site, we run in the same hosting without any change.  
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 © [Daffodil International University](#) 30 CHAPTER 7 CONCLUSION AND FUTURE SCOPE 7.1  
 Discussion and Conclusion We believe that the music store system will be useful and  
 supportable for users who enjoy music. Users can have quality music with their favorite  
 artists which can be the most entertaining part. We think of a very good performance of this  
 site for the users. New users can never be bored at all with our service. It could be a large  
 collection of music from different country different voices and different languages with  
 different tastes. 7.2 Scope for Further Developments Gradually, our project work will be  
 continued. We will make update our system day by day and try to publish it online so that  
 user face more comfortable to use this site. We will add more features. Such as: ? A "point  
 system" will be developed ? Prize pull with height point from the users who is also an artist  
 ? Private upload ? Premium contents pay to listen ? Make an android application We have  
 thought about these features for now for the future updates. Later on, we will be other  
 updates from our team. REFERENCES [1] SDLC agile model, available at <<  
[https://i0.wp.com/melsatar.blog/wpcontent/uploads/2012/03/sdlc.png?](https://i0.wp.com/melsatar.blog/wpcontent/uploads/2012/03/sdlc.png?resize=830,374&ssl=1)  
[resize=830,374&ssl=1](https://i0.wp.com/melsatar.blog/wpcontent/uploads/2012/03/sdlc.png?resize=830,374&ssl=1) >> last accessed on 22.apr.2021 © [Daffodil International University](#)  
 31 APPENDICES Appendix A: Project Reflection Figure A.1: Project Development Step by  
 Step © [Daffodil International University](#) CHAPTER 1 INTRODUCTION 1.1 Introduction This is  
 a Project of Online Music Store where anyone can listen to their favorite music and also  
 upload their own music. This website has been created in such a way that users will have no  
 trouble utilizing it.. Even a user also doesn't need much effort to use this website. In this  
 project, there will be admin for controlling site and management users, songs and

monitoring reports from users. The general users must need to sign up and login to listen songs or other activities like upload, comment rate, report and share etc. This is very tough nowadays to find music without searching it on google and there are some sites that doesn't provide free music for listening and downloading also. So, users cannot satisfy with the service and there always a problem occurs for finding other artists covers. So, it will be easy to find covers of the same songs for the users and maintain the quality music.

### 1.2 Motivation

The main goal is to deliver the best quality of music and store the music for sharing with all for free of costs. It can save users time to find a music and related music, covers and same type songs with a very easy UI. Even if anyone don't know how to use this site, she/he can easily learn the UI within a short time. Violate songs can be reported to the admin and admin can take action for the violent activities. So, the quality will be maintained also to secure the music world. User can also save music to their favorite and also download the song in the local system. It could be the way of human refreshment and entertainment.

### 1.3 Objectives

Music store will be controlled by admin to maintain the rules and regulations. Our user will have some limitations that should not be violated to maintain website reputation. Users can upload, download, rate, comment, request for a song, add to favorite, remove own songs, see own comment and rates in own content. Users can report other user for any copy of music, cover songs etc. daily listening and upload will have no limits for now and user can also download own to the local systems. Users can keep private their own song for not sharing with others. Admin can check all reports and decide to take action for the reported user or song. Admin give warnings before taking any actions.

### 1.4 Expected Outcome

we can expect the outcome from our project is very positive. Good user experience is expected for providing better quality of music. Violations will be removed by admin to maintain the rules and regulations and also for providing a secure platform for users. Secure transaction and information privacy will be main concern. Compatible with all devices and should be responsive with screen sizes also. We expect all the functions for uploading, downloading, rate, comment and others works successfully.

### 1.5 Project Management and Finance

A successful start-up business venture is a project, or group of projects, with a clear beginning and middle. A project must needs attract funds from upper management. Financing is the same as project selection and approval. The Financing Phase of the cash cycle is equivalent to project selection and approval. Here we need some finance support for buying hosting and domain name. Maintenance cost also included in the financial support.

### 1.6 Report Layout

In this project a full overview of our system and related work and terminologies are given gradually. We recently made a survey on this similar work and try to what is more scope to develop this existing project. In chapter 2 we describe the challenges and facing problem which is make difficult to us. Another chapter 3 we describe the three stage of background. We also describe the requirement specification and try to disclose users demand. In, chapter 4 and 5 we disclose how we solve the problem and what we use to implement the project. Finally, in chapter 6 we remark some concluding and suggestions for future works.

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## CHAPTER 2 BACKGROUND

### 2.1 Introduction

Music is in very high demand all across the world but people cannot find a suitable and trusted site to make them comfortable for listening and uploading any music. Security and privacy are one of the main factors what must need to maintain. Data leaking is a very dangerous and harmful activity. So, ensuring the privacy of user is the must here.

### 2.2 Related Works

There are several websites dedicated to music. But there is no proper website that gives free access for listening and uploading songs. There are some websites: discogs.com, mp3juices.cc, ilbe.com, hitmo.me etc. But some of these cannot give free access to listen unlimited songs per day and download limit also occurs. The sites speed is slow and quality of songs are not maintained for the long time. So, our concern is to focus the quality music with a better performance.

### 2.3 Comparative Studies

This project was created by us for using as a completely web-based system controlled by admin. For this, we have researched some of websites that similar to our concepts and find out some problem for users. Low speed of site, download limitations per day, listening songs and upload songs limitations per day are the most common problem of the websites. So, to overcome the problems we have found out a new concept of user freedom without violating rules and regulation of the site. So that it automatically maintains user's privacy and copyright terms.

### 2.4 Scope of the problem

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The main target of our website is to provide a secure system with a good speed data transition and quality music for free. People can find their favorite songs easily and save in their favorite section. If any user likes any artist's song, then she/he can request for another song and give a good comment, rate. The feedback of users could help the artist to produce best music and hold the best position. Artists could be motivated by the other users. Report to any user will be monitored by admin and give warning before taking any actions. Admin can take actions if any violation found from any user.

### 2.5 Challenges

The challenge of the supervision process is to provide a safe, secure website with easy UI so that every user can operate from the first time. Maintain the sound

quality of music also a challenge with good download and upload speed. Users private information keeping secure and also privacy with their identity also challenging part of the site. Maintaining the rules and regulations of the site, monitoring all users and songs by report and take action are also some challenges. ©Daffodil International University 5

CHAPTER 3 REQUIREMENT SPECIFICATION [3.1 Business Process Modeling Figure 3.1.1: Business process modeling](#) [3.2 Requirement Collection and Analysis](#) When it comes to any form of project, gathering requirements is crucial. Collection of requirements is critical not only for the project, but also for the project management function. The most crucial phase in every project is gathering requirements. The project will be at danger if the ©Daffodil International University 6 project team fails to capture all of the required requirements for a solution. This might lead to a lot of arguments in the future. As a result, consider requirement gathering to be a critical project team job. So that we may gather our project requirements as quickly as feasible. [SOFTWARE DEVELOPMENT LIFE CYCLE \(AGILE\) The agile model is a popular](#) variant of the systems development life cycle model because of its linear sequential requirements, which implies that each phase must be completely finished before moving on to the next. A review was conducted at the conclusion of each phase to ensure that the project was on track. Figure 3.2.1: Software development life cycle (agile) FLOW CHART: ©Daffodil International University 7 The processes of our Music Store System given below- Figure 3.2.2: Flow Chart for Music Store system [DATAFLOW DIAGRAM](#) ©Daffodil International University 8 [A data flow diagram \(DFD\) is a graphical](#) depiction of data "flow" across an information system that models process elements. A DFD is frequently used as a basic stage in the development of a system overview that may subsequently be developed. DFDs are also useful for visualizing data processing (structured design). The DFD below depicts the types of data that will be input and output from the system, as well as where the data will come from and go to, and where it will be kept. Data flow diagram of our website is given below- Figure 3.2.3: Data Flow Diagram for our system [ENTITY RELATIONSHIP DIAGRAM An entity relationship diagram \(ERD\) is a data modeling](#) tool that visually depicts the entities in information systems and their relationships. The entity framework infrastructure is represented by an ERD, which is a conceptual and representational model of data. Elements of an ERD is given below: ? Entities ? Relationship ? Attribute 9 ©Daffodil International University Figure 3.2.4: E-R Diagram of the system [3.3 Use case modeling and description](#) Following a thorough examination, the system has been discovered as presenting the following actor. Actor involved here is given below: ? User ? Admin USE CASE FOR USER In the user module, anyone need to create account first to login user account with the email and password. After login a user can interact with some required functions that the module provides. 10 ©Daffodil International University User can play songs that derives from the database. Rate, comment and report a song from user but includes login. User can also request for song and upload the song to the database. [Table 3.3.1: Use case description of User](#) Use case name: USER Actor Admin Pre-condition: None Primary path: Enter user email Enter user password Click "login" Button Exceptional path: Invalid email Invalid password ©Daffodil International University 11 [Figure 3.3.1: Use Case modeling For User USE CASE FOR ADMIN](#) In the admin module, Admin can see the report from the users, musical contents and users also. Admin can give warning if any user violates any rules of the site or get valid reported from other users. After verifying reports admin can ban user or song for permanently. Admin's main aim is to monitoring the system and reports from the users then take action. ©Daffodil International University 12 [Table 3.3.2: Use case description of Admin](#) Use case name: ADMIN Actor Admin Pre-condition: None Primary path: Enter admin email Enter admin password Click "login" Button Exceptional path: Invalid email Invalid password [Figure 3.3.2: Use Case Modeling for Admin](#) ©Daffodil International University 13 USE CASE DESCRIPTION It contains information about full part of the Use case Model shown in the below picture. We have already described about every use case through a table and picture in the above section. [Figure: 3.3.3 Use Case Model](#) ©Daffodil International University 14 [3.4 Logical Data Model](#) The logical model is based on our project fluently. The exact data and the connections are specific. [Figure 3.4.1: Logical data model of the project](#) [3.5 Design requirement](#) The process of establishing the architecture, components, modules, interfaces, and data for a system in order to meet certain criteria is known as systems design. The complete system architecture of our application was demonstrated in this chapter, which includes architectural design, use case diagram, flow chart, and data flow diagram. This project's whole design is user- friendly. This project was created using modern and up-to-date design technologies. New concepts have also been examined in order to make it more user-friendly. As time permits, any type of change will be permitted in the future. [ARCHITECTURE DESIGN](#) ©Daffodil International University 15 [The architecture of a system](#) focuses on the design of the system architecture , which specifies the structure, behavior, and other perspectives and analyses of that system. The architecture of our application demonstrates that- ? User writes the web address of our application through the web browser. ? This link request goes to the web

server. ? PHP Files fetch the data from database and the web page is showed to the user.

Figure 3.5.1: Architecture Design [The structuring of data according to a database model is known as database design. The designer decides what data should be saved and how the various data parts should interact.](#) Classifying data and defining interrelationships are two aspects of database architecture. A database's two most important settings are: ? Primary key: - used to verify that the data in a certain [column is unique.](#) ? Foreign key: - It's [a column in a relational database table that](#) connects data from two tables. ©Daffodil International University 16

[CHAPTER 4 DESIGN SPECIFICATION 4.1 Front-end Design The front-end of our website](#) was created utilizing - ? HTML5 ? CSS3 ? Bootstrap ? JAVA SCRIPT ? Ajax 4.2 Back-end Design For our backend, we used PHP. It is easy to get data from the database by MySQL query with the help of PHP. Store data also handled by PHP also. Our website back-end was designed by- ? PHP ? MySQL [4.3 Interaction Design and UX DESIGN](#) This project has [a user-friendly design throughout. Users can interact with the functions very easily. Modern and updated design tools have been used for this project. Also new concepts have been considered to make it user friendly. In future any kind of edit is allowed as time permits.](#) We are maintaining quality of our website. COMPLETION ©Daffodil International University 17

We have designed our website by dividing modules. So that, At any time, each panel can be refreshed. PROJECT DELIVERABLES Our website has improved quality of music. We have divided our projects into different sectors or modules. Here is an advantage of easy user interface which can provided by us. This website is very flexible for user and also for the new users too. We will maintain the security of our site that personal data should not leak through our site. In the future we will have a feature that will allow to listen music on low internet service. RESOURCE ALLOCATION In our project we have a plan for resource management and allocation. We have human resources for the programming part and Time for implementing the whole project step by step The most common kind of resources required or encountered in project management: ? People: These resources are programmer, designer, manager, director for our project are the human resources for our project. ? Time: This is the overall length of time that was required to complete the project. ? Tools and capital: Tools and funds that aid in the completion of our project is computer, hosting and room for office etc. 4.4 Implementation Requirements The [tasks that go into defining the needs or conditions to satisfy for a new or revised product or project, taking into consideration the sometimes competing requirements of many stakeholders,](#) are analyzed, documented, validated, and managed through [requirements analysis in systems engineering and software engineering.](#) ©Daffodil International University 18

NON-FUNCTIONAL REQUIREMENT The nonfunctional requirements for our project is described below: EFFICIENCY REQUIREMENT Our system functions should work efficiently and load page with contents without errors. RELIABILITY REQUIREMENT The system should offer users with a secure environment and later any transaction will be secured. Privacy of users must be maintained. USABILITY REQUIREMENT Our "Music Store" system was created in a [user-friendly environment and is very simple to use. IMPLEMENTATION REQUIREMENTS:](#) We have created [the system using](#) HTML, CSS, Bootstrap, JavaScript for front-end implementation. PHP is used to communication with database so that it can get data from database with the help of MySQL. Furthermore, MySQL is in charge of database development. PHP retrieve data from the MySQL database and the show in the html page as a content. [DELIVERY REQUIREMENT The entire system is planned to be delivered in four months, with a weekly project guide](#) assessment. ©Daffodil International University 19

[CHAPTER 5 IMPLEMENTATION AND TESTING 5.1 Implementation of Database](#) In [Figure 5.1.1](#) there is a screenshot of our databases of our project. Here include the all types of data which will be the record of our background system also. We work in phpMyAdmin for our databases set. Figure 5.1.1: Screenshot of the database table of the PhpMyAdmin [5.2 Implementation of Front-end Design The designs of the website, all pages like user login, user profile, song request, admin profile and all other pages are given bellow: HOMEPAGE](#) ©Daffodil International University 20 This is the homepage of our project. This page is also known as main page and this is the main page of the site. After entering into our site user can see this page first. To create account, there is a sign-up button and after that user will sign in with email and password. Figure 5.2.1: Screenshot of the homepage of the system USER LOGIN Here [user can login with their email and password](#) on their account. ©Daffodil International University 21 [Figure 5.2.2: Screenshot of the login page](#) USER REGISTRATION User must need to register in the website before login. Each user can register with a unique email only. Figure 5.2.3: Screenshot of the registration page 22 ©Daffodil International University USER ACCOUNT This is the user profile page where user can see the latest music. Listen and add to their favorite list. User also can report to any content here. Giving like and comments also available in here. User can search for music as they need. Figure 5.2.4: Screenshot of the user home page MY CONTENTS This is a page where user can upload their own content and also can see the comments and likes of the content. Users can search their uploaded contents here also. Remove own content can be possible in this page. ©Daffodil

International University 23 Figure 5.2.5: Screenshot of my content page MY FAVOURITES This page is about the favorite contents. Here user can request other users for any song and also can search their favorite content. Figure 5.2.6: Screenshot of my favorite page 24 ©Daffodil International University REQUEST Here the owners can see the requests that comes from another user. And also can remove the requests as their need. Figure 5.2.7: Screenshot of request page ADMIN LOGIN Admin need to login to go to their own admin panel. ©Daffodil International University 25 Figure 5.2.8: Screenshot of admin login page ADMIN PANEL In the admin panel, admin can see the songs can has report and users that got reported. If any user violates the rule, then admin can remove or ban the song and user completely. Figure 5.2.9: Screenshot of admin panel ©Daffodil International University 26

5.3 Testing Implementation We have tested our project fully and satisfied with the result. Here we make some basic test to our system. We are given the value below: [Table 5.4.1](#): Test Case [Test case Test Input Expected Outcome Obtained Outcome Pass/fail](#)

1. User registration registration with user email, password and other information Successfully registration Successfully registration pass
2. User login Login with user email and password Successfully login Successfully login pass
3. All music can play none music plays Successfully music plays Successfully pass
4. Search music Search music with a keyword Search result shows Successfully Search result shows Successfully pass
5. Add to favorite list None Add music to favorite list Successfully Add music to favorite list Successfully pass
6. Give like and comment to a music For comment, user write anything to comment Add the comment and like Successfully Add the comment and like Successfully pass
7. Report a music None Report Successfully Report Successfully pass
8. Upload own content Mp3 type content and select genre Upload music Successfully Upload music Successfully pass
9. Request for a music Email id of the artist and request text Request Successfully Request Successfully pass
10. Remove own content None Remove Successfully Remove Successfully pass
11. Download music None Download Successfully Download Successfully pass
12. Logout None Logout Successfully Logout Successfully pass
13. admin login Admin email and password Login successfully Login successfully pass
14. admin view all users and music None View successfully View successfully pass
15. remove user and music None Remove successfully Remove successfully pass
16. admin logout None Logout successfully Logout successfully pass

pass 5.4 [Test Results and Reports](#) A [test report is necessary to reflect testing in a formal manner, providing a scope for quickly estimating testing results. It's a document that organizes the data from your assessment experiment, describes the setting or operational settings, and compares the test results to the test goals.](#) We sampled our product with several sorts of test scenarios, and our test results passed all scopes with flying colors. Finally, our system is ready for lunch, and we can use the results as a benefit of usability testing. Table 5.5.1: Benefits of usability testing Benefits of usability testing Yes no Easy to use ✓ Better UI ✓ ©Daffodil International University 28 Good quality of system ✓ Easy understanding for new users ✓ Rapidly accepted [by users](#) ✓ ©Daffodil International University 29

[CHAPTER 6 IMPACT ON SOCIETY, ENVIRONMENT AND SUSTAINABILITY](#)

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6.4 Sustainability Plan After publishing our site, we run in the same hosting without any change. But we will increase our hosting power as the users need and server load. We will recruit some manager and programmer for update and maintain the site and map our targets. We will create our action plans. Monitor site traffic and profit of two types. Active and passive income source will be set up in the site. We have also planned for increasing our resources. ©Daffodil International University 30

[CHAPTER 7 CONCLUSION AND FUTURE SCOPE](#)

7.1 [Discussion and Conclusion](#) We believe that [the](#) music store system will be useful and supportable for users who enjoy music. Users can have quality music with their favorite artists which can be the most entertaining part. We think of a very good performance of this site for the users. New users can never be bored at all with our service. It could be a large collection of music from different country different voices and different languages with different tastes.

7.2 Scope for Further Developments Gradually, our project work will be continued. We will make update our system day by day and try to publish it online so that

user face more comfortable to use this site. We will add more features. Such as: ? A “point system” will be developed ? Prize pull with height point from the users who is also an artist ? Private upload ? Premium contents pay to listen ? Make an android application We have thought about these features for now for the future updates. Later on, we will be other updates from our team. REFERENCES [1] SDLC agile model, [available at << https://i0.wp.com/melsatar.blog/wpcontent/uploads/2012/03/sdlc.png?resize=830,374&ssl=1](https://i0.wp.com/melsatar.blog/wpcontent/uploads/2012/03/sdlc.png?resize=830,374&ssl=1) >> last [accessed](#) on 22.apr.2021 ©Daffodil International University 31

APPENDICES Appendix A: Project Reflection Figure A.1: Project Development Step by Step ©Daffodil International University 32