

Graphic Media Player

ABSTRACT

The aim of the project is to develop a graphical user interface to perform various operations on different kinds of multimedia files.

The operation include

- 1) Opening a audio or video clip or a list of Selected clips
- 2) Playing a clip
- 3) Moving to next clip
- 4) Moving to previous clip
- 5) Moving to first clip
- 6) Moving to last clip
- 7) Saving a play list
- 8) Loading a saved play list

The other types of operations that this player can perform are

- 1) Displaying media information
 - a. Name of the File and its size
 - b. Type of the file
 - c. Location of the file
- 2) Time total time of a clip
- 3) Time remaining

Proposed System

By using this system we can open the file and play the audio files in this system the clarity of the sound is more efficient and screen quality is also high. If user want to stop the player then click on stop button. If user want to exit from player then click on exit button.

Goals of New System

- 1) Opening a audio or video clip or a list of Selected clips
- 2) Playing a clip
- 3) Moving to next clip
- 4) Moving to previous clip
- 5) Moving to first clip
- 6) Moving to last clip
- 7) Saving a play list
- 8) Loading a saved play list

The types of files that can be opened are

- 1) Wave files
- 2) Mp3 files
- 3) MPEG files
- 4) Audio/ video interface files
- 5) Data files

This **Graphic Media Player** have the following 3 modules.

- 1. Open file module**
- 2. Stop file module**
- 3. Exit player**

Open file module:

In this module users first open the player and then open file of which file we want to be played.

Stop file:

In this module users can stop the present playing file. If users want to stop the file then user just click the stop button.

Exit from Player:

In this module users want to exit from player then user clicks the exit button the player is closed.

Purpose:

The aim of the project is to develop a graphical user interface to perform various operations on different kinds of multimedia files.

Scope:

- ◆ Opens new file and that file
- ◆ Stop the playing file
- ◆ Exit from the player