MUSIC PLAYER MOBILE APPLICATION BASED ON AI

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Abstract: This article is the result of research on the building a voice-controlled music application using Artificial Intelligence. The stereotype music app required human interaction to change the song or make playlists of similar songs, this restricted the visually impaired to interact with the touch screens with less effective. This project is all about developing an AI based music app using voice recognition. In this project, flutter, Visual studio and Alan API is used which allows the music app to be controlled via voice command. This application focusses on hands-free music player which would be more convenient to use the app by the user. This application is built to work on all android platforms.

Key words: artificial intelligence; API; voice recognition.

INTRODUCTION

It's well-known fact that the majority of the smartphones run on Android OS. To meet the need of the people's entertainment there are number of applications being developed. Music App is one such application which is user favorite. Many app developers and organizations around the world are trying to develop unique and improved music apps to give the users a better experience with improved functionalities and features added. This voice-controlled application which is powered by Artificial Intelligence, is an application that tries to make the users' life better.

The motive of making this project is to make an AI based music app, using flutter and SQL Database. This application is controlled via voice Commands. Hence, it limits physical interactions by the user.

This application is made user friendly by minimizing the touch interactions. This app would contain the features and functions which will be missing on the stereotype music app.

EXISTING SYSTEM

The music application that are already prevailing, have the common functions like play/pause, next/previous buttons, shuffle option is present in them. The Sansa Clip helps find the loud songs; Milestone 312 allows the feature "Speak Out" which is the associated with RFID. All these primitive functions and features used in existing music apps will make it difficult for visually challenged users to select songs of their choice quickly.

PROPOSED SYSTEM

First time the application is opened the mic accessibility permission is asked by the application as the voice commands are to be carried out to give effective results. The basic features like shuffle button, next/previous buttons, play/pause buttons and genre options are available, but apart from the buttons the application is controlled completely by the voice command. With help of voice command one can change songs or skip or shuffle songs and also can chose a genre of one's own choice. This would make it easier to operate and the application effectively. It's a user-friendly Music Player Mobile Application.

ADVANTAGES:

* Can be used hands-free while driving
* While working out at the gym it can be used
* Visually Challenged people can use Efficiently
* Can save much time
* Do not have to struggle to find a perfect song for any kind of occasion or for any type of mood set.

IMPLEMENTATION

The technologies used are as follow below to build this project.

Flutter: Google's flutter is one of the efficient UI framework which allows the developer to develop an app with more efficiency. With the help of flutter, the app can be developed faster better. Using flutter, the app can be developed for both Android OS and iOS. This is possible because the applications using flutter have one codebase which is compiled directly to original code, it uses GPU and also can access platform APIs and Services.

SQL: A NoSQL database provides a mechanism for storage and retrieval of data that is modeled in means other than the tabular relations used in relational databases.

CONCLUSION

This project is basically user friendly. The application developed with assistance of AI, it becomes easy to learn the data transformation and cleaning. This model outputs the result responding to the voice and suggests music/songs based on user's command. One can have peaceful music session without even actually touching the mobile phone.

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