

Building a music player application on mobile devices using the Android operating system

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Abstract: In the context of the strong development of information and communication technology, creating a music player application on mobile devices with the Android platform not only meets personal entertainment needs but also helps optimize the audio experience for users. This project aims to build a multi-functional system that provides online music streaming services and music files from storage sources, while integrating personal library management capabilities and customization according to listeners' preferences. Using a research method combining theory with experimentation, this project not only contributes to the technical development of mobile application building but also brings practical value to the information technology market.

Keywords: Android application, Online music streaming, Library management system, Mobile technology, Personalized music listening