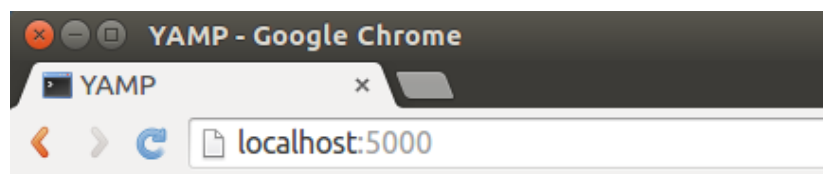


# LAB 3 – PYTHON SOFTWARE

## EXERCISE – WEB-BASED MP3 PLAYER

Write a web application, based on the flask framework<sup>1</sup>, to implement a web-based version of the mp3 player with equivalent functional requirements of the previous laboratory (exercise 1 and 2). You can reuse the code realized for the previous lab, or start from the solution available at <https://github.com/Aml-2015/python-lab2>.

The web application should display, in its main page (see Figure 1), a list of all the tracks present in a specified folder (in the format “*ID – title*” of the track).



## Tracks

- 0 - Storyline, [more...](#)
- 1 - ... Interlude, [more...](#)
- 2 - When Did You Stop Loving Me, [more...](#)
- 3 - You Think You Know Somebody, [more...](#)
- 4 - Tattoo, [more...](#)
- 5 - Still Fallin', [more...](#)
- 6 - Wild Card, [more...](#)
- 7 - Flashlight, [more...](#)
- 8 - Invisible, [more...](#)
- 9 - Like I Was Saying (Jam), [more...](#)

Figure 1 - Index

By clicking on the “*more...*” link of each track, a new page (published at the relative URL *tracks/<track\_id>*, see Figure 2), will present all the details (i.e., the indexed information) of the selected track and two buttons: “play” and “stop”, to start and stop the execution of the chosen track, respectively. The two buttons can be realized as two forms.

<sup>1</sup> the examples shown in class are published on GitHub: <https://github.com/Aml-2015/Flask-ex1>

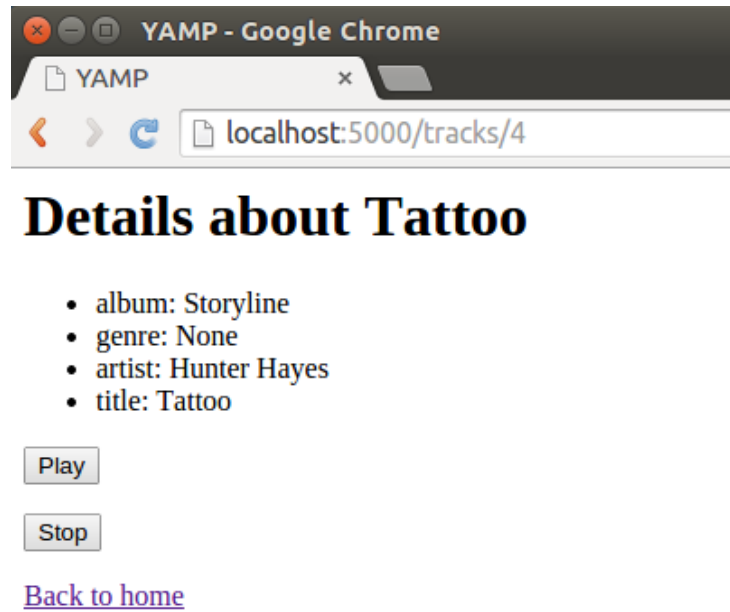


Figure 2 - Track details