



CASE STUDY

DEVICEFUL MUSIC SYNCHRONIZER

#Mobile_development #Music_playback #Cloud_storage

DEVICEFUL MUSIC SYNCHRONIZER

Merging The Borders Between Ordinary
And Virtual Library

Business Needs

The client addressed Inoxoft company with a request to create an ultimate player that would collect, reproduce, and download the tracks stored on different cloud accounts.



Challenge

- To regulate streaming
- Fix the buffering delays
- Manage the connection delays
- To synchronize the accounts

Solutions

- ✓ Integration of innovative smart buffering technique
- ✓ All tracks are sorted by artist, genres, or albums
- ✓ Mirroring of inner structure of each cloud
- ✓ Support of a wide range of audio formats



Results

- An application that allows to download, store, and play all music in one place
- Synchronization of all accounts
- Quick and no-delay music reproduction
- Simple and convenient UI/UX
- Sorting the music by genres, albums, and artists
- Saves space on a device
- Works both off-and online
- User can make playlists with tracks from all connected clouds
- The app copies the metadata so the user has the album cover, date, and genre
- Supports most popular cloud services: Dropbox, Box.com, OneDrive, and Google Drive

Technologies: **Android, Java, SQLite, OAuth, Android Studio**

Industry: **Entertainment**



THANK YOU!

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