



Country: US

Industry: Service Provider

Solutions

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Technology

Media J is dialog based application developed using

- VC++ 6.0,
- MFC
- Direct X 8.0.

Class overview of application is as follows:

CApp Frame: This class would be main frame window of application and in turn this class will use services of various classes as per requirement. Details of various UI classes and other supporting classes are as follows -

1. Menu bar
2. Player Control bar
3. Track bar window:
 - 3.1. Standard
 - 3.2. Play: CTrackWnd.
4. Tool bar
5. Search Edit box
6. Options Tree control
7. Search Bar
8. Preview or Album art window
9. Media list control
10. Photo tag editor
11. Playlist editor

Architecture Descriptions

XYZ's digital Media Adapter is a Hardware device. It can be interfaced with PC (like external modem) and shares PC's media files on TV and music system. It connects to PC and streams files via a wired or wireless connection.

Application runs on PC end (Computer) and its responsible for :

- Media data scan available on PC.
- Data Import from other applications like Windows Media Player, Adobe Photoshop and so on.
- Media data management.
- Local playback of media data at PC end.

GUI Features are

- Non rectangular screens.
- Requires support of extended controls.

Other Features are

- Application is Unicode compiled so its open Internationalization support.
- Application is able to support multiple skins.
- Application has Auto update feature also by end user would be able to get notification f new version if it's available on Internet and if he/she can download it from internet.

Challenges to achieve

Application has been developed using MFC and MFC standard control doesn't direct GUI customization so we have developed customized control like

- List control.
- Tree Control.
- Button.
- Check Box.
- Radio Button.

Address

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