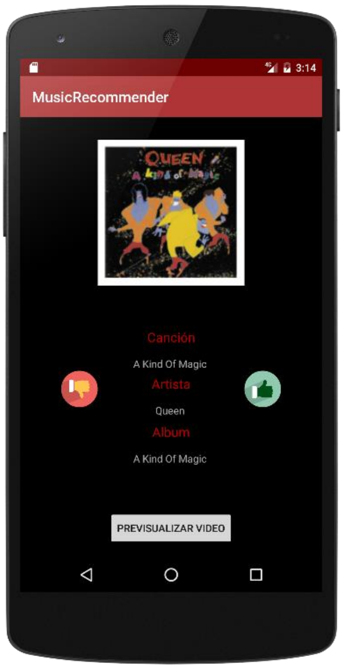

Figure 5 Selected Song Display

6. Conclusions

It has developed an Android application of a Recommendation System capable of providing users with songs that, without being evaluated by the user, are estimated to be to their liking. For this, the application has been developed around a Collaborative Recommendation System, following the whole system as a whole the client / server architecture.

From the very beginning of the conception of the project, the intention was to create a service that would allow any type of application to access the musical recommendation system. In this way different users from different systems register in it, listen to different songs from different artists and musical genres and perform a simple evaluation on the songs. Based on these preferences, the Recommendation System creates a user profile and offers the user a series of recommended songs, according to the tastes of the user and other users of similar tastes.

For the realization of the project we have compiled a set of musical data. For this, we have chosen to generate a database of real music albums, so that the prototype version of our system has 1652 songs from 5 different musical genres. The server does not host any music files at any time; they are requested directly from the music database.

First, the properties that the system was to satisfy, as well as the constraints to which it was subjected, were determined. Next, a correct, complete, consistent, clear and verifiable system model has been created. Finally, this model has been codified in a prototype version and installed on the server.

It has developed an Android application of a Recommendation System capable of providing users with songs that, without being evaluated by the user, are estimated to be to their liking. For this, the application has been developed around a Collaborative Recommendation System, following the whole system as a whole the client / server architecture

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