

## **Online Radio on iPhone**

Q3 develops software for simulating Online Radio on iPhone. The software allows a user to listen and download live radio programs on iPhone..

# Case Study - Online Radio on iPhone

## Company Profile

Client is a Radio station network with more than 50000 listeners on-air, and over 20000 listeners on-line every month. Client broadcasts 24 hours of live shows every day, with professional presenters keeping listeners entertained all day long. Broadcast features music, International news, local news, sports news, competitions and prizes to listeners.

The Client wanted to develop a native iPhone application that would provide an extension of Clients' online FM web site to iPhone.

## Business Situation

## Challenges

The challenges were:

- » Engaging and intuitive user interface.
- » Embed Twitter and Facebook on iPhone.
- » Download and Play songs from the web site to iPhone.
- » Retrieval of data using web services and show data in iPhone customized UI controls.
- » Streaming the Live Radio from the shoutcast server.
- » Live images for Ad's in iPhone.

Q3 came up with a dedicated team of developers and QA experts to build a solution based on Client's requirements. The team analyzed the requirements and designed the application to ensure all needs and objectives were covered. Some of the features of the application are as follows:

- » The application allows the user to listen to online radio programs and download songs from a website and play them on iPhone.
- » The application embeds Twitter and Facebook on the iPhone.
- » A buffering solution was implemented on the iPhone client for progressive download of music files
- » JSON APIs were used to get the data using web services.
- » Media libraries were initialized to use downloaded songs buffer to play.
- » User Interface Web view control was used to provide connectivity to Twitter and Facebook on iPhone.

## Technical Solution

The QA team also got involved from the very beginning to ensure that bug free software as per desired quality is provided in a timely way that includes all the Client requirements.

- » Objective C
- » X Code 3.0
- » iPhone sdk 3.0
- » Interface Builder
- » JSON
- » iPhone OS version 3.0

## Technologies Used