

Movie Promotion Application

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Abstract: This paper presents an overview on movie promotion application.

Keywords: Movie Promotion Application

1. Introduction

The Objective of the project is to promote and be available corresponding movies related to all information on the smartphone. Normally Marathi movies are comparatively less promoted than Hindi through all world and there are hardly Marathi movie star cast, songs, videos are easily and fast available on the network. So through this project, the upcoming Marathi movie "Akrandan" will be highly promoted. The all information about this movie will be available on the smartphone. This project is only front end based which is an Eclipse as an IDE & all modules are developed in Java. The required device must have Android Operating System either on an emulator or smartphone. The database is not the offline one it is an only online database connection.

About Client

The Director: Mr. Shashikant Deshpande

The Producer: Mr. Gautam Aher

2. Literature survey

To promote Marathi movies is a challenging job for their makers. The communication between the movie makers and the audience is only at the time of the promotion of the movies. Nowadays there is the availability of platforms like reality shows to promote movies. But there is the second option also available for the same that is to give more publicity through mobile applications to the movies. It is also surveyed that now a day's most people use smartphones for their daily usages. So for our company, it's a great chance to achieve our project objective.

As per the survey, a very less number of Marathi movies gets that much publicity comparatively Hindi or English movies. So our application gives the advantage to this movie is very much high context. A literature survey discusses published information in a particular subject area, and sometimes information in a particular subject area within a certain period. For the same purpose we surfed on the internet and in the end, we get to know that the movies having this type of application are promoted more resulted in success.

So by taking into consideration all the reviews from the

references which are matching with the requirements we are ready to accept this project to promote Marathi movie as like all other. For the development of the application, we refer to today's human popular technology rather than doing it privately and sell the application so we decided to do it in Android-based which is highly preferred now a day and keep it as a free of cost on the internet.

In the initial phases, we take a very popular software indicator in front of us. As like that software no user data required there only thing is to provide corresponding information to the user.

3. Acquisition of knowledge

This project belongs to various industries and domain experience. This project develops integrated hardware, software, and solutions that would enrich and enable various industries and businesses. The project's Front end is developed using Android and Backend used as Online Database Connection.

A. Android

Android is an operating system based on the Linux kernel with a user interface based on direct manipulation, designed primarily for touch screens mobile devices such as smartphones and tablet computers. The operating system uses touch inputs that loosely correspond to real-world actions, like swiping, tapping, pinching, and reverse pinching to manipulate on-screen objects and a virtual keyboard. Despite being primarily designed for touch screen input, it also has been used in televisions, games consoles, digital cameras, and other electronics. As of 2011, Android has the largest installed base of any mobile OS and as of 2013, its devices also sell more than Windows, iOS and Mac OS devices combined.

As of July 2013, the Google Play store has had over 1 million Android apps published, and over 50 billion apps downloaded. A developer survey conducted in April–May 2013 found that 71% of mobile developers develop for Android. Android's source code is released by Google under open source licenses, although most Android devices ultimately ship with a combination of open source and proprietary software. Initially developed by Android, Inc., which Google backed financially and later bought in 2005, Android was unveiled in 2007 along with the founding of the Open Handset Alliance—a consortium of hardware, software, and telecommunication companies

devoted to advancing open standards for mobile devices.

B. XML

A layout defines the visual structure for a user interface, such as the UI for an activity or app widget. You can declare a layout in two ways:

Declare UI elements in XML. Android provides a straightforward XML vocabulary that corresponds to the View classes and subclasses, such as those for widgets and layouts. Instantiate layout elements at runtime. Your application can create View and ViewGroup objects (and manipulate their properties) programmatically. The Android framework gives you the flexibility to use either or both of these methods for declaring and managing your application's UI. For example, you could declare your application's default layouts in XML, including the screen elements that will appear in them and their properties.

You could then add code in your application that would modify the state of the screen objects, including those declared in XML, at run time. The ADT Plugin for Eclipse offers a layout preview of your XML — with the XML file opened, select the Layout tab. You should also try the Hierarchy Viewer tool, for debugging layouts — it reveals layout property values, draws wireframes with padding/margin indicators, and full rendered views while you debug on the emulator or device.

The layout opts tool lets you quickly analyze your layouts and hierarchies for inefficiencies or other problems. The advantage of declaring your UI in XML is that it enables you to better separate the presentation of your application from the code that controls its behavior. Your UI descriptions are external to your application code, which means that you can modify or adapt it without having to modify your source code and recompile.

For example, you can create XML layouts for different screen orientations, different device screen sizes, and different languages. Additionally, declaring the layout in XML makes it easier to visualize the structure of your UI, so it's easier to debug problems. As such, this document focuses on teaching you how to declare your layout in XML. If you're interested in instantiating View objects at runtime, refer to the ViewGroup and View class references.

C. Eclipse

Eclipse is an integrated development environment (IDE). It contains a base workspace and an extensible plug-in system for customizing the environment. Written mostly in Java, Eclipse can be used to develop applications. Eclipse may also be used to develop applications in other programming languages: Ada, C, C++, COBOL, Fortran, Haskell, JavaScript, Lasso, Perl, PHP, Python, R, Ruby (including Rubyonrails framework), Scala, Clojure, GroovyScheme, and Erlang. It can also be used to develop packages for the software Mathematica. Development environments include the Eclipse Java development tools (JDT) for Java and Scala, Eclipse CDT for C/C++ and Eclipse PDT for PHP, among others. The Eclipse

SDK includes the Eclipse Java development tools(JDT), offering an IDE with a built-in incremental Java compiler and a full model of the Java source files. This allows for advanced refactoring techniques and code analysis. The IDE also makes use of a workspace, in this case, a set of metadata over a flat filespace allowing external file modifications as long as the corresponding workspace "resource" is refreshed afterward.

Using Java Programming in Eclipse

1. Start Eclipse.
2. Select a workspace
3. Each Java program we will write will be stored in its project. From the Eclipse menu bar at the top of the screen, choose File > New > Java Project... You will see the following New Java Project window:
4. If you are starting a brand new Java project without any initial program code:
5. Each program has one or more classes, one of which must contain the main method. To add a class to a project:
6. If you are creating a project using Java files that are already stored in a folder for you (for example, the folder is named MySecondProgram):
7. To remove a project from your workspace, select the name of a project in the Package Explorer (e.g. MySecondProgram), and then choose Edit > Delete. You have the option of removing just the project name or all of the code from your workspace.
8. To exit out of Eclipse, choose File > Exit.

4. System study

A. Proposed system

The proposed system is an application running on Android 4.0 onwards smartphones. It will also run in computers by using the emulator of Android. It replaces traditional visual aid & enhances the business of both i.e. of our company's well as of the filmmakers. The user who wants to use this application must visit the first Google PlayStore and have to search for the Application. The application will be available on the same. Then the user has to download that application and install it into the smartphone. After a successful installation, the proposed mobile application is ready to use. The user will get "Aakrandan" movie features like songs, videos, fun facts, photo gallery star cast information, etc. There is an Online database connection for the star cast information. No particular database is maintained here. Users can set a particular photo in a given gallery as a background as well as can share through the number of media.

B. Benefits of the Proposed System

New Age Enhanced Promotional Tool

The flexibility of promotional media allows you to make audio visual. Android Smartphone enables a level of vision and control that far surpasses the traditional visual aid or any other approach. More important than media deployed are the

intelligence and synchronization of the deployment.

Use of Effective mean for publicity

The primary advantage of Android smartphones is that it is highly popular with people. This highly portable computing device gives you full information about the movie i.e. its features.

You can get overall all information under only one shade of this application. When compared to laptops or PCs the boot time for an Android Smartphone is almost null. It will help the film to get more popularity as well as more success.

5. Problem definition & scope of project

A. Problem Definition

The problem definition is to create an application that can give all corresponding information about the upcoming Marathi movie AKRANDAN. This application should be produced individually means it should only for this movie and not in a generalized form. So no existing application should be developed or updated or altered.

B. Objective

The Objective of the project is to promote and be available corresponding movies related to all information on the smartphone. This project describes all the availability of features of "Aakrandan" upcoming Marathi movie through a web browser as well as through the smartphone of Android. Also, Extra features of Mobile Device Management is provided for giving a high level of data security and confidentiality to the data.

6. Requirement analysis

A. Analysis

We have done an analysis part starting from requirements specification after gathering requirements from the client. As we know requirements are nothing but descriptions of the services that a software system must provide to the user and the constraints under which it must operate. Requirements can range from high-level abstract statements of services or system constraints to low-level parts of the system. As per this statement, we were collect all requirements from the client like what functionalities they want from an application.

As the process of requirements engineering having work of establishing the services that the customer requires from the system and the constraints under which it is to be developed and operated; we are focused on the requirement specification & hourly follow all the engineering process.

Requirements can be classified in the following category

Following are the requirements identified during the process of requirement analysis stage of the project:

- *System Requirements:* This application should be available only on devices Android operating system and not be accessible on any other device. The application should be able to manage from whom who

knows about the smartphone functionalities. The application should be able to connect to the internet to Google play store for application downloading or wifi (if available) can be utilized.

- *Feasibility Study:* As we know every project needs to have a feasibility study for the complete understandability of the project. We will consider the feasibility study it is technical feasibility and economic feasibility. The system feasibility can be divided into various checkpoints viz Technical feasibility & Economical feasibility.
- *Technical Feasibility:* This deals with the hardware to be used in the proposed system, which should be economical reliable and easily maintainable. This raises a few questions about the availability of the pieces of equipment and its delivery timing. We have used Android O.S.& Eclipse for front end coding. And as the survey says more than 70% of internet users can use Android O.S. very efficiently.
- *Economic Feasibility:* The economic feasibility study is the most frequently used technique for evaluating the effectiveness of the proposed system. The approach that we followed for the economic feasibility checking was COST-BENEFIT ANALYSIS the procedure is to determine the benefits and saving and compare them with the costs it benefits outweigh costs, a decision is taken to design and implement the system. So Android is free of cost operating system as well as the application stored on the play store so it is also free of cost for users who want to use it. So it is economically feasible for the user. Also, we completely consider about company's economic feasibility. For the same we are including some advertisements to the beginning of each video contain in it. So that profit is coming into the company's side.

Minimum Hardware Requirements

Processor: Intel i3.

RAM: Recommended 2GB

Hard Disk: Not Applicable

Software Requirements

Operating System – ANDROID 4.0 onwards.

7. Methodology

A. Spiral Model

The Spiral Life Cycle Model is a type of iterative software development model which is generally implemented in high-risk projects. It was first proposed by Boehm. In this system development method, we combine the features of both, the waterfall model and prototype model. In the Spiral model, we can arrange all the activities in the form of a spiral. The decision of choosing this model is taken by the developer as well as project manager just because of the movie maker will give required information like songs, videos, fun facts step by step

as they will shoot it and provide us. So we developed small modules first and as per they provide us the information we have added to the corresponding module. The bigger point is the main motto of choosing the spiral model is checking for the risk factor because of the whole application is on internet storage as well as usage. So the number of attacks or problems may have to be faced. So periodically risk has to be analyzed.

B. Phases of the Spiral Model

- **Plan:** In this phase, the objectives, alternatives, and constraints of the project are determined and are documented. The objectives and other specifications are fixed to decide which strategies/approaches to follow during the project life cycle.
- **Risk Analysis:** This phase is the most important part of the "Spiral Model". In this phase, all possible (and available) alternatives, which can help in developing a cost-effective project are analyzed and strategies are decided to use them. This phase has been added especially to identify and resolve all the possible risks in the project development. If risks indicate any kind of uncertainty in requirements, prototyping may be used to proceed with the available data and find out a possible solution to deal with the potential changes in

the requirements.

- **Engineering:** In this phase, the actual development of the project is carried out. The output of this phase is passed through all the phases iteratively to obtain improvements in the same.
- **Customer Evaluation:** In this phase, a developed product is passed on to the customer to receive customer's comments and suggestions which can help in identifying and resolving potential problems/errors in the software developed. This phase is very much similar to the TESTING phase.

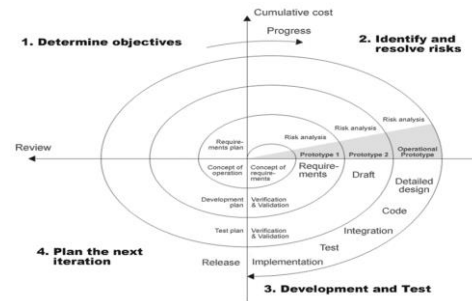
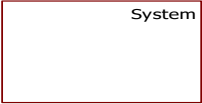









Table 1
Table title comes here

Tool Name	Notation	Description
System		System boundary where all use cases will reside.
Actor		Actor which uses the system.
Use Case		It is generally function or process in the system.
Association		It shows direct association between actor and use cases.
Dependency		It shows dependency between two use cases.
Includes		It means one use case includes another use case.
Extends		It means one use case invokes another use case optionally or sometimes.
Uses		It means one use case invokes another use case always.

8. Designing

A. Overview

The design document defines the overall flow and working concept of the system which will be implemented. There are different approaches to creating a design document, one among the widely used is UML (Uniform Modeling Language). To design this application, firstly identify all the required interfaces/screens. This results in the documented concept that describes the flow of Application. The concept is then converted into a design document with UML diagrams. UML is modeling language used to specify, visualize, modify, construct, and document the artifacts of an object-oriented system under development.

UML combines technique from data modeling (entity relationship diagrams), business modeling (workflows), object modeling, and component modeling. It can be used with all processes, throughout the software development life cycle, and across different implementation technologies. UML diagrams represent two different views of a system model: Static (or structural) view: Emphasizes the static structure of the system using objects, attributes, operations and relationships. The structural view includes:

- Class diagrams
- Composite structure diagrams
- Sequence diagram

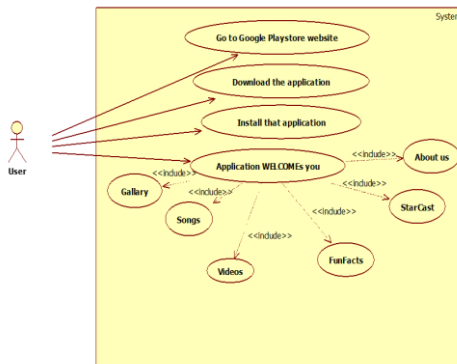
B. Use Case Diagram

Use case diagram Description:

A use case diagram depicts participation relationships between actors and use cases. The diagram has an association between an actor and each use case in which the actor participates. This diagram contains three basic components: Notations used in Use case diagram are as follows:

It means one use case invokes another use case always.

System Use-Case:

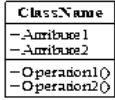
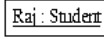
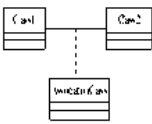
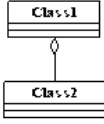
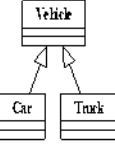
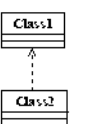


9. Class diagram

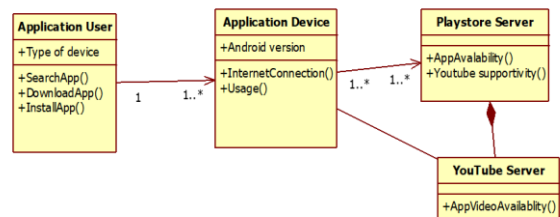
Description: A Class diagram is a visual representation of an application showing its classes and the relationships between those classes. When you open a Class diagram, the IDE displays

a specific selection of UML element icons in the Modeling Palette.



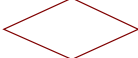





Using the Class diagram model, you describe the static structure of the elements in your application. The IDE lets you graphically create diagrams that contain classes. The classes are arranged in hierarchies that share common structure and behavior and are associated with other classes. Notations used in the Class Diagram are as follows:

Tool Name	Notation	Description
Class		A class defines a collection of similar instances. It exists at compilation time and serves as a type. It defines the interface and implementation of its instances.
Object		An object is a particular instance of a class. Each object represents a particular instance of something in the problem or solution domain and is created as needed.
Association		An association is a relationship between classes in a class diagram.
Association Class		An association can be modeled as a class. Each instance of the class represents a link between objects. An association class is like any other class except that its instances represent links. It can have independent behaviors, and it can be associated with other classes.
Aggregation		The aggregation relationship is a special form of association used to model the whole-part or part-of relationship.
Specialization & Generalization		Specialization is a relationship between classes. Specialization is the is-a-kind-of relationship, in which the specialization is the subclass, or subtype and the generalization is the super class or super type.
Dependency		A dependency is a "catch all" relationship. It can appear in any diagram and is used to model different kinds of relationships.

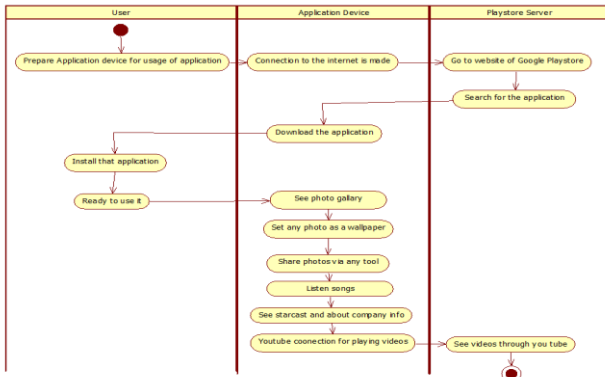
Class Diagram:




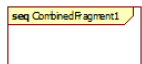




Activity Diagram: An activity diagram depicts a workflow view of activities. You can also draw a system-level activity diagram in which each use case is modeled as an activity. That

Tool Name	Notation	Description
Initial State		The initial state of the activity.
Action State		Represents the activity.
Decision		One activity conditionally follows another activity.
Synchronization		Multiple activities either follow or precedes synchronization bar.
Transition		Shows the flow between activities.
Signal send state		Used to send the signals.
Flow final		Shows the final flow of activity.
Final state		Shows the final state i.e. end of activity.

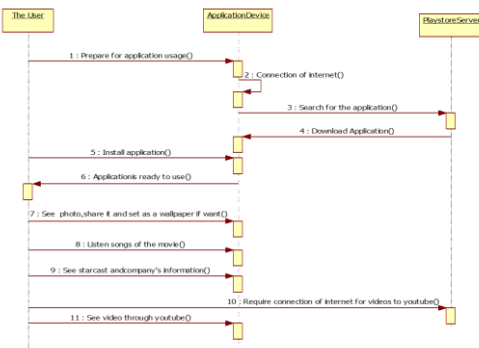
activity diagram specifies the temporal sequencing of the use cases.



Tool Name	Notation	Description
Object		Represents an individual participant in a sequence diagram.
Stimulus		Messages are displayed as arrows.
Self-Stimulus		Represent a recursive call of an operation, or one method calling another method belonging to the same object.
Combined Fragment		A combined fragment is one or more processing sequence enclosed in a frame and executed under specific named circumstances.
Interaction Operand		an interaction operand is a container that groups the interaction fragments in a combined fragment and that represents a scenario that you add to a combined fragment.
Frame		

A. Sequence Diagram

A sequence diagram is an interaction diagram that details how operations are carried out: what messages are sent and when. Sequence diagrams are organized according to time. The time progresses as you go down the page. The objects involved in the operation are listed from left to right according to when they take part in the message sequence.



10. Implementation

Splash Screen

Splash screen appears as soon as application is started.

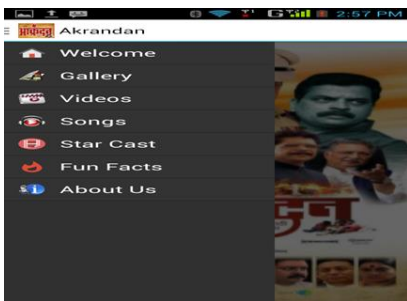


Dashboard

Dashboard is Main screen of the project. All the brands with their slides also filter options are displayed on Dashboard with proper alignment. Dashboard is nothing but Home screen of project.



Drop-down Menu: After clicking open button on left side with icon “Akrandan”, the options such as Gallery, songs, Videos, Star cast, About us, fun facts become available.



Gallery Screen: On clicking of any of the Gallery Button Screen shows all photos during movie shooting is get displayed on dashboard. Also we can set that photo as a wallpaper if we want as well as we can share it via any tool like facebook, whatsapp.



share

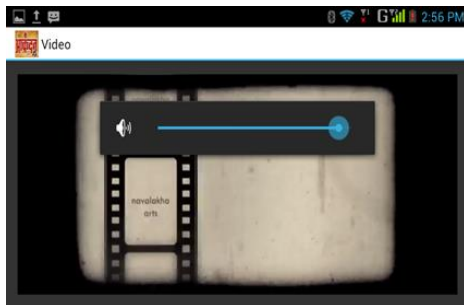
set wallpaper

Songs Screen: On clicking of any of the Song you can listen the provided movie songs. You can select anyone and can listen.



Video Screen: On clicking on video button, you will get number of videos to see about movie through you tube. Also each video contains starting advertisement and then corresponding video. So for this your internet connection should be enabled one.





Star Cast Screen: On clicking on Star cast button, the list of the stars in the movie will display. Then after clicking on the particular star cast name in list you can get information about them through online only.



Fun Facts Screen: On clicking of Funfacts Button, you can get in text format the funny moments during film making or shooting.



A. Testing

The process of testing was conducted using unit testing, integration testing, and operational testing.

Unit Testing (Developer): Unit Testing is a level of the software testing process where individual units/components of a software/system are tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of the software. It usually has one or a few inputs and usually a single output. In procedural programming, a unit may be an individual program, function, procedure, etc. In object-oriented programming, the smallest unit is a method, which may belong to a base/super class, abstract class or derived/child class. Unit testing frameworks, drivers, stubs and mock or fake objects are used to assist in unit testing. Unit testing is performed by using the White Box Testing method.

When is it performed?

We have done Unit testing as it is the first level of testing and is performed before Integration Testing. It contains all small units like modules of an application like Gallery, Video, Songs, Starcast, etc. We have also written test cases of the same which are placed in the following given table.

Who performs it?

For our project Unit Testing, there were 2 people from another project are appointed but it is normally performed by software developers themselves or their peers. In rare cases, it may also be performed by independent software testers.

B. Benefits

Unit testing increases confidence in changing/maintaining code. If good unit tests are written and if they are run every time any code is changed, the likelihood of any defects due to the change being promptly caught is very high. If unit testing is not in place, the most one can do is hope for the best and wait until the test results at higher levels of testing are out. Also, if codes are already made less interdependent to make unit testing possible, the unintended impact of changes to any code is less.

Codes are more reusable. To make unit testing possible, codes need to be modular. This means that codes are easier to reuse. We have experienced that Development is faster. If you do not have unit testing in place, you write your code and perform that fuzzy 'developer test' (We set some breakpoints, fire up the GUI, provide a few inputs that hopefully hit your code and hope that you are all set.)

We have written the test, code and run the tests. Writing tests takes time but the time is compensated by the time it takes to run the tests. The test runs take very less time: You need not fire up the GUI and provide all those inputs. And, of course, unit tests are more reliable than 'developer tests'. Development is faster in the long run too. The reason for the same is the effort required to find and fix defects found during unit testing is peanuts in comparison to those found during system testing or acceptance testing. The cost of fixing a defect detected during unit testing is lesser in comparison to that of defects detected at higher levels. Compare the cost (time, effort, destruction,

humiliation) of a defect detected during acceptance testing or say when the software is live. Debugging is easy. When a test fails, only the latest changes need to be debugged. With testing at higher levels, changes made for several days/weeks/months need to be debugged.

the specified requirements. Here we had tested the entire application. The reference document for this process was the requirements document and the goal was to see that if the application meets the requirements.

C. System testing (Test Manager)

System Testing is a level of the software testing process where a complete, integrated system/software is tested. The purpose of this test is to evaluate the system’s compliance with

11. Test cases

Component Name	Dashboard/Main screen				
Purpose	To check application is installed properly or not				
Sr. no.	Test Case	Test Input	Expected Output	Actual Output	Remark
1	To check application is installed properly or not	Click on the application icon twice	The dashboard of the movie should be displayed	Dashboard is displayed clearly without fail	Passed
2.	Check for the welcome button	Click on Welcome button	The dropdown menu should be displayed	The dropdown menu displayed properly	Passed
Component Name	Gallery Module				
Purpose	Validation for Gallery screen and functionality				
Sr no.	Test Case	Test Input	Expected Output	Actual Output	Remark
3.	Check Gallery screen is open after clicking on Gallery button.	Click on Gallery button	Gallery screen should open.	Getting Gallery screen after clicking on Gallery button	Passed
4.	Check after sliding the next photo is shown or not	Slide the screen	Next photo should be displayed.	Next photo displayed without fail..	Passed
5.	Check after setting particular photo as a wallpaper it is set or not.	Click on Set wallpaper button below photo	Selected photo should be set as a wallpaper.	Selected photo is set as a wallpaper properly	Passed
6.	Check after sharing any photo to any tool whether it is shared or not	Click on share button below photo	Photo should be shared on selected tool.	Photo displayed and shared through selected tool.	Passed
7.	Check after sharing any photo to any tool whether it is shared or not	Click on share button below photo.	Photo should be shared on selected tool.	Photo is not displayed and shared through selected tool..	Failed (Due to disconnecting internet)
Component Name	Song Module				
Purpose	Validation for Song screen and its functionality				
Sr. no.	Test Case	Test Input	Expected Output	Actual Output	Remark
8.	Check Song screen is open after clicking on Song	Click on Song button	Song screen should be displayed.	Getting Song screen on clicking of Song button.	Passed
9	Check Song is playing after clicking on Play button	Click on Play button	Selected Song should be played.	Selected Song played properly.	Passed
10.	Check Song is stopping after clicking on Stop button or not	Click on Stop button	Selected Song which is playing should be stopped.	Selected Song which is playing Stopped properly.	Passed
Component Name	Starcast Module				
Purpose	Validation for Starcast screen and its functionality				
Sr no.	Test Case	Test Input	Expected Output	Actual Output	Remark
11.	Check Starcast screen is open after clicking on Starcast	Click on Starcast button	Starcast screen should be displayed.	Getting Starcast screen on clicking of Starcast button.	Passed
12.	Check Starcast information is displaying after clicking on particular starcast in a list button	Click on particular starcast in a list	Selected Starcast information should be displayed.	Selected Starcast information displayed properly.	Passed
13.	Check Starcast information is displaying after clicking on particular starcast in a list	Click on particular starcast in a list	Selected Starcast information should be displayed.	Selected Starcast information didn't display.	Failed (Due to disconnecting internet)

Component Name	Video Module				
Purpose	Validation for Video screen and its functionality				
Sr. no.	Test Case	Test Input	Expected Output	Actual Output	Remark
14.	Check Video screen is open after clicking on Video	Click on Video button	Video screen should be displayed.	Getting Video screen on clicking of Video button.	Passed
15.	Check Video is playing after clicking on particular video option through "you tube"	Click on particular video option	Selected video should be played.	Selected Video not played successfully through "you tube"	Failed (Due to disconnecting internet)
16.	Check Video is playing after clicking on particular video option through "you tube"	Click on particular video option	Selected video should be played.	Selected Video played successfully through "you tube"	Passed
Component Name	About us module				
Purpose	Validate functionality for About us module				
Sr. no.	Test Case	Test Input	Expected Output	Actual Output	Remark
17.	Check About us screen is open after clicking on About us	Click on About us button	About us screen should be displayed.	Getting About us screen on clicking of About us button.	Passed
18.	Closing of dropdown menu.	Click on Akrandan icon.	Dashboard should be displayed.	Dashboard is getting displayed.	Passed

A. Maintenance

Software maintenance in software engineering is the modification of a software product after delivery to correct faults, to improve performance or other attributes. A common perception of maintenance is that it merely involves fixing defects. However, one study indicated that the majority, over 80%, of the maintenance effort is used for non-corrective actions. This perception is perpetuated by users submitting problem reports that in reality are functionality enhancements to the system. The key software maintenance issues are both managerial and technical. Key management issues are Alignment with customer priorities, staffing, which organization does maintenance, estimating costs. Key technical issues are Limited understanding, Impact analysis, Testing, Maintainability.

12. Limitation and enhancement

A. Limitations

There is process limitation on the laptops as well as Tabs because of the development levels. The requirement of Android Version 4.0 and onwards, below versions does not support this application. For playing videos and for star cast information internet connection must be required. Users must know about Android Operating System working.

B. Enhancement

Looking at the current limitations of the application, two out of major functional enhancement that you would find in the

next release of this application are: If the company extends their contract then we will do the same application in window-based too. Still, some information about the movie release date, fun facts, and some more videos will be provided by the corresponding movie director. So after getting that one, the modules are again will be updated. Right now trying to generalize this application to work with the makers of another movie also.

13. Conclusion

This paper presented an implementation of movie promotion application.

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