

The goal of this thesis was to create an application allowing recognition of songs from short recordings captured with a microphone. The final application is available on devices with Android and Windows 10 or in any modern internet browser. Implemented logic and user interface are shared to the greatest extent across all supported platforms.

Shared logic and user interface were implemented using the framework Uno Platform. We have also developed an independent server-side of the application using framework ASP.NET Core which allows client-side application access database of songs that can be recognized.

The application allows the user to recognize songs from recordings captured with a microphone or audio files stored in the device memory. We can upload a new song into the database so it can be recognized with the application, and we can also list all the songs in the database. After song recognition, we can see the lyrics and quick-search the song in streaming application YouTube Music.