
Jukebox Documentation

Release 1.0

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June 20, 2016

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Jukebox is an online jukebox player based on AngularJS, TypeScript, SignalR and ASP.NET WebAPI. This documentation explains why and how the player was created and how to run the code. You can jump to the sections below if you want to find out something in particular or just read it all. There will be pieces of code in this documentation, but keep in mind that if you want to understand the application better, you should download the source code and read it along with the documentation.

About the project

1.1 Why a game?

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1.2 Why belote?

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1.3 Why cross-platform?

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1.4 A liitle video about the project

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About us

2.1 Who are you?

We are three computer science students from Bulgaria. We are currently 11-th grade and we are looking into gaining more experience. We are [Martin Dimitrov](#), [Vanessa Stoyanova](#) and [Valentin Yonev](#).

2.2 What do you do for fun?

Outside of our school and job lives we like to listen to *lots* of music, watch movies, go to cafes, *bla bla bla*. But we also enjoy hiking, skiing, riding bikes and playing games. We both like extreme sports like paragliding and canoe kayak.

2.3 How to contact you?

Well, you can contact us by writing us an email ([Martin's email](#), [Vanessa's email](#), [Valentin's email](#)) or by messaging us on Facebook. We will be very happy to answer your questions so you can write us about everything. Even for a beer if you are close enough to us. :)