

IAE 101 – Fall 2021
Project 01 – Mozart's Musical Dice Game

Instructions for Installing and Using simpleaudio on Chromebook

Section A is for students who installed Python on their Chromebook using the terminal.

Section B is for students using PythonAnywhere.

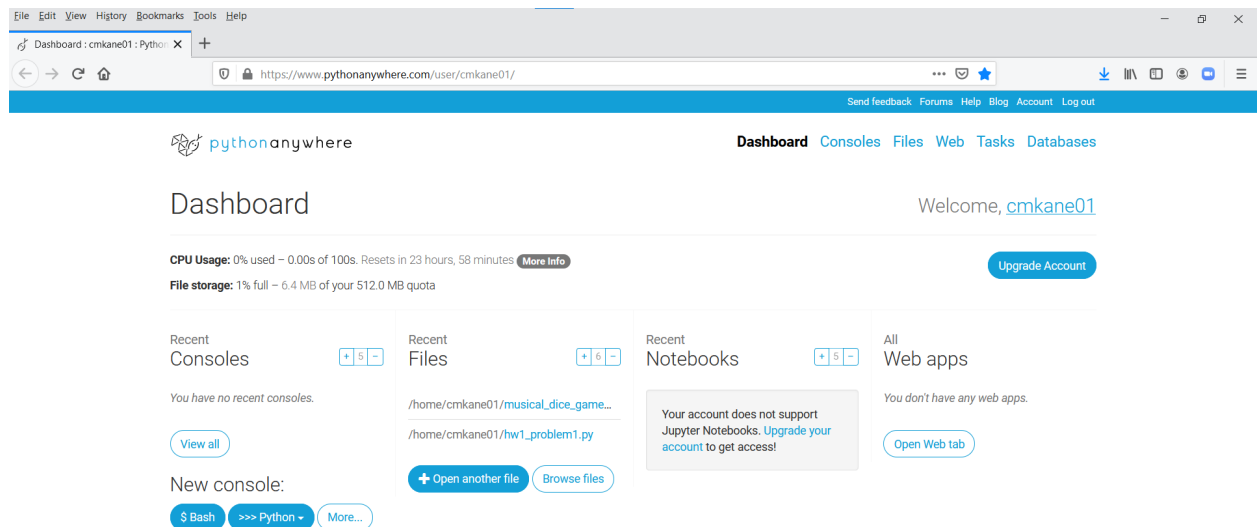
Section C is for students using the virtual sinc site.

A. If you installed Python through the terminal:

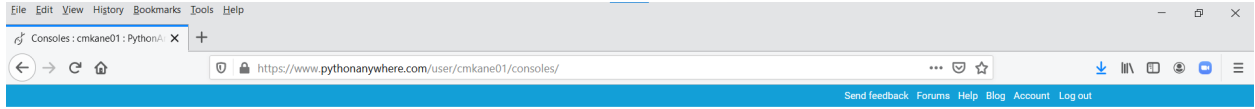
1. Use the command I gave for Macs in the lecture and in the assignment to install simpleaudio.
2. If it doesn't work, email me.

B. If you are using PythonAnywhere:

1. From the Files page upload the following:
 - musical_dice_game.py
 - mozart.zip
2. Go to the PythonAnywhere Dashboard.



3. Now, go to the Consoles page:



[Dashboard](#) **Consoles** [Files](#) [Web](#) [Tasks](#) [Databases](#)

CPU Usage: 0% used - 0.00s of 100s. Resets in 23 hours, 58 minutes [More Info](#)

Start a new console:

Python: [3.8](#) / [3.7](#) / [3.6](#) / [3.5](#) / [2.7](#) IPython: [3.8](#) / [3.7](#) / [3.6](#) / [3.5](#) / [2.7](#) PyPy: [2.7](#)
Other: [Bash](#) | [MySQL](#)
Custom: [+](#)

Your consoles:

You have no consoles. Click a link above to start one.

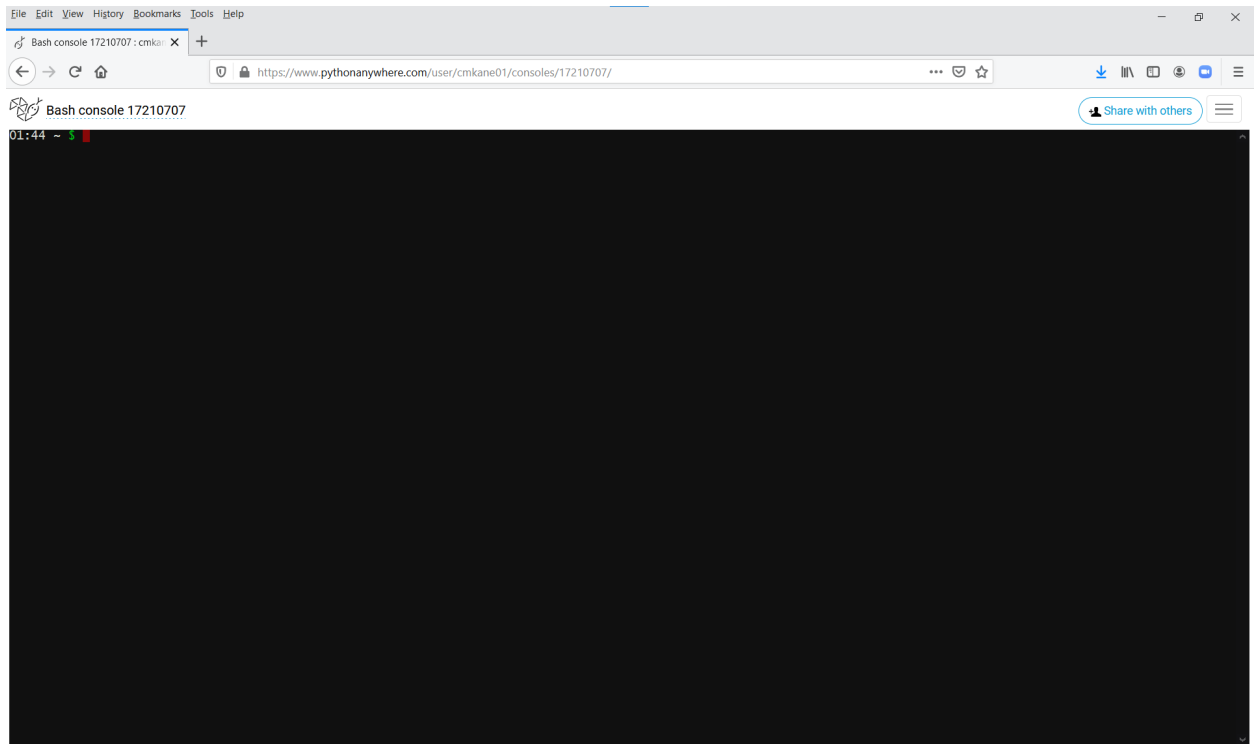
Consoles shared with you

No-one has shared any consoles with you :{

Running processes

[Fetch process list](#)

4. Start a **Bash** console:



5. Enter the following commands in this order:

1. `python3 -m pip install simpleaudio --user`
2. `unzip mozart.zip`
3. `mv musical_dice_game.py`

6. Now go back to the Files page. It should look like this:

The screenshot shows a web browser window with the address bar displaying `https://www.pythonanywhere.com/user/cmikane01/files/home/cmikane01`. The page header includes the PythonAnywhere logo and navigation links: [Dashboard](#), [Consoles](#), **[Files](#)**, [Web](#), [Tasks](#), and [Databases](#). Below the header, the user's home directory is shown as `/home/ cmikane01`, with a status bar indicating **17% full** - 85.3 MB of your 512.0 MB quota. The main content area is divided into two sections: **Directories** and **Files**. The **Directories** section has a search bar and a [New directory](#) button, listing `.cache/`, `.local/`, `virtualenvs/`, and `mozart/`. The **Files** section has a search bar and a [New file](#) button, listing files such as `.bash_history`, `.bashrc`, `gitconfig`, `profile`, `python_history`, `pythonstartup.py`, `vimrc`, `README.txt`, `hw1_problem1.py`, and `mozart.zip`. Each file entry includes icons for download, upload, and delete, along with its creation date and size. At the bottom of the Files section is an [Upload a file](#) button with a note: "100MB maximum size". The footer contains the copyright notice: "Copyright © 2011-2020 PythonAnywhere LLP – [Terms](#) – [Privacy & Cookies](#)".

7. Now click the "mozart/" folder under Directories, on the left:

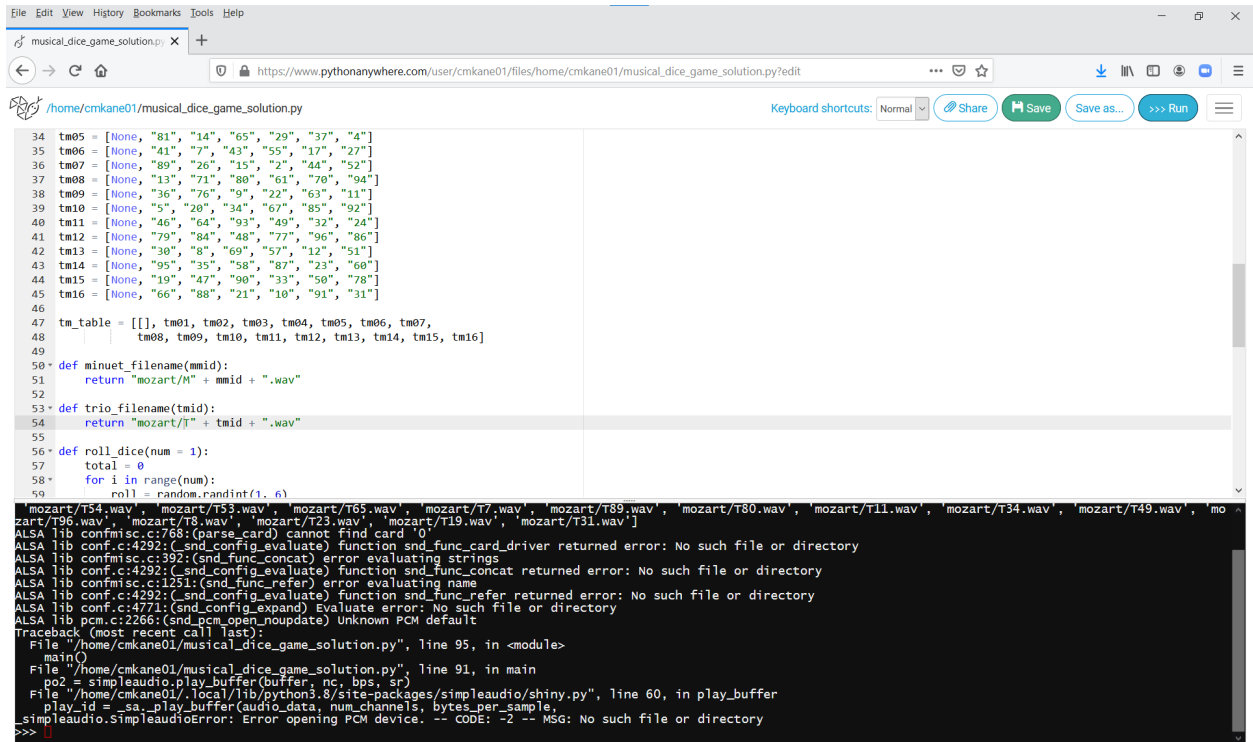
The screenshot shows the PythonAnywhere web interface. The browser address bar displays `https://www.pythonanywhere.com/user/cmikane01/files/home/cmikane01/mozart`. The page header includes navigation links: [Dashboard](#), [Consoles](#), [Files](#) (active), [Web](#), [Tasks](#), and [Databases](#). A status bar indicates **17% full** - 85.3 MB of your 512.0 MB quota.

The interface is divided into two main sections: **Directories** and **Files**.

Directories: On the left, there is a search bar "Enter new directory name" and a "New directory" button. Below it, a list of directories is shown, including `META-INF/` and `mozart/`.

Files: On the right, there is a search bar "Enter new file name, eg hello.py" and a "New file" button. Below it, a list of files is displayed, including `M1.wav` through `M124.wav`. Each file entry shows a download icon, the file name, the date and time (2004-08-09 22:33), and the file size (e.g., 161.3 KB).

8. Now, your program is in the same folder as all the music files. You can write your program and try to run it. If you start getting this error:



The screenshot shows a web-based code editor with a Python program and its execution output. The program defines a list of music files, a function to generate filenames, and a function to roll a dice. The execution output shows an error: "simpleaudio.SimpleAudioError: Error opening PCM device. -- CODE: -2 -- MSG: No such file or directory".

```
34 tm05 = [None, "81", "14", "65", "29", "37", "4"]
35 tm06 = [None, "41", "7", "43", "55", "17", "27"]
36 tm07 = [None, "89", "26", "15", "2", "44", "52"]
37 tm08 = [None, "13", "71", "88", "61", "78", "94"]
38 tm09 = [None, "36", "76", "9", "22", "63", "11"]
39 tm10 = [None, "5", "20", "34", "67", "85", "92"]
40 tm11 = [None, "46", "64", "93", "49", "32", "24"]
41 tm12 = [None, "79", "84", "48", "77", "96", "86"]
42 tm13 = [None, "30", "8", "69", "57", "12", "51"]
43 tm14 = [None, "95", "35", "58", "87", "23", "60"]
44 tm15 = [None, "19", "47", "90", "33", "50", "78"]
45 tm16 = [None, "66", "88", "21", "10", "91", "31"]
46
47 tm_table = [[], tm01, tm02, tm03, tm04, tm05, tm06, tm07,
48             tm08, tm09, tm10, tm11, tm12, tm13, tm14, tm15, tm16]
49
50 def minuet_filename(mmid):
51     return "mozart/M" + mmid + ".wav"
52
53 def trio_filename(tmld):
54     return "mozart/T" + tmld + ".wav"
55
56 def roll_dice(num = 1):
57     total = 0
58     for i in range(num):
59         roll = random.randint(1, 6)
```

```
'mozart/T54.wav', 'mozart/T53.wav', 'mozart/T65.wav', 'mozart/T7.wav', 'mozart/T89.wav', 'mozart/T80.wav', 'mozart/T11.wav', 'mozart/T34.wav', 'mozart/T49.wav', 'mo
zart/T96.wav', 'mozart/T8.wav', 'mozart/T23.wav', 'mozart/T19.wav', 'mozart/T31.wav']
ALSA lib confmisc.c:768:(parse_card) cannot find card '0'
ALSA lib conf.c:4292:(snd_config_evaluate) function snd_func_card_driver returned error: No such file or directory
ALSA lib confmisc.c:392:(snd_func_concat) error evaluating strings
ALSA lib conf.c:4292:(snd_config_evaluate) function snd_func_concat returned error: No such file or directory
ALSA lib confmisc.c:1251:(snd_func_refer) error evaluating name
ALSA lib conf.c:4292:(snd_config_evaluate) function snd_func_refer returned error: No such file or directory
ALSA lib conf.c:4771:(snd_config_expand) Evaluate error: No such file or directory
ALSA lib pcm.c:2266:(snd_pcm_open_noupdate) Unknown PCM default
Traceback (most recent call last):
  File "/home/cmkane01/musical_dice_game_solution.py", line 95, in <module>
    main()
  File "/home/cmkane01/musical_dice_game_solution.py", line 91, in main
    po2 = simpleaudio.play_buffer(buffer, nc, bps, sr)
  File "/home/cmkane01/.local/lib/python3.8/site-packages/simpleaudio/shiny.py", line 60, in play_buffer
    play_id = _sa_play_buffer(audio_data, num_channels, bytes_per_sample,
simpleaudio.SimpleAudioError: Error opening PCM device. -- CODE: -2 -- MSG: No such file or directory
>>>
```

Then you are on the right track, but if you get any other error, then there is something wrong with your program.

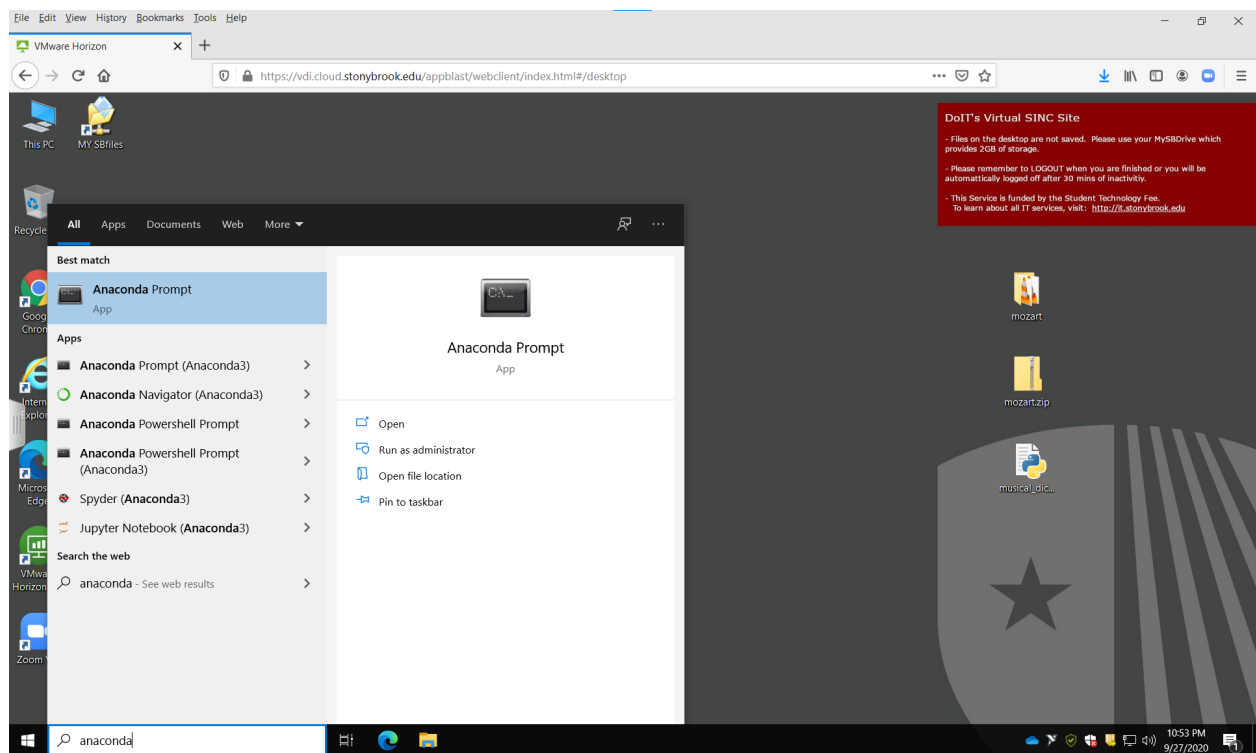
9. Send your program to me or one of the TAs and we will be able to test it.

C. If you are using the Virtual Sinc Site:

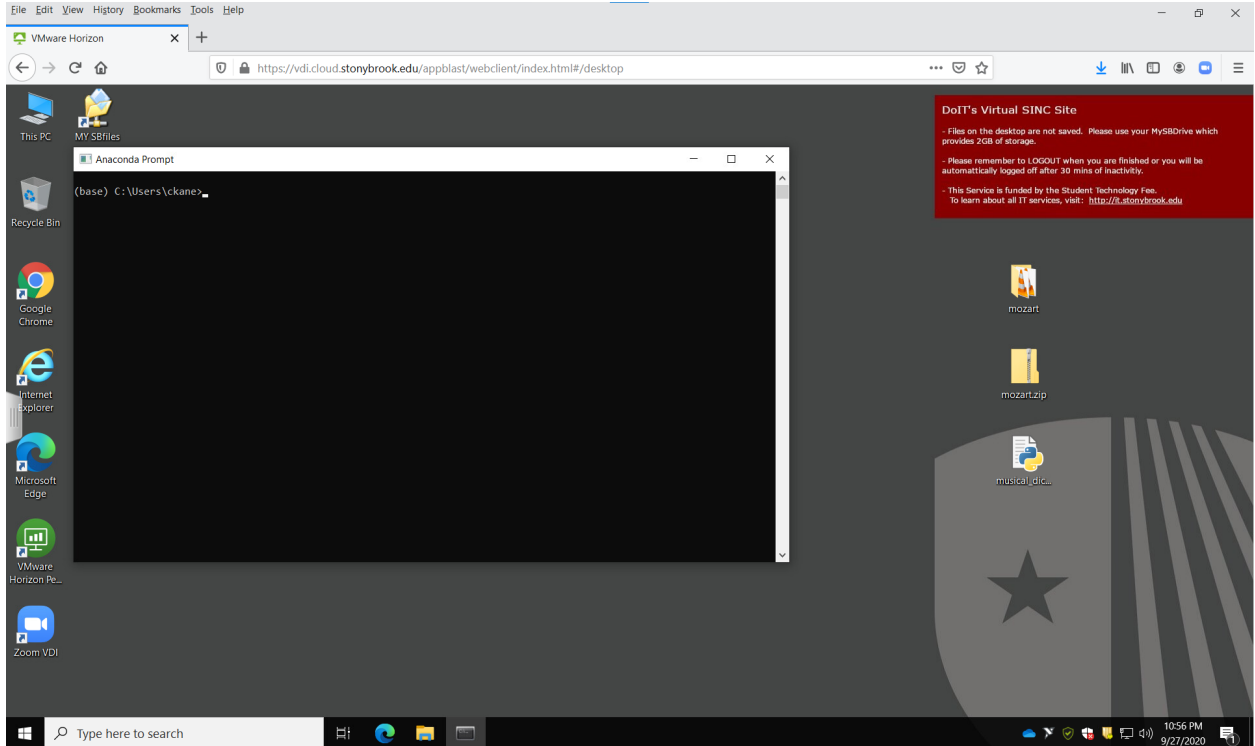
Get your `musical_dice_game.py` and `mozart.zip` onto the virtual sinc site, probably through mySBfiles. Unzip the archive and place your program inside the `mozart` folder. When you want to try to run the program you will have to copy it to the desktop. REMEMBER: Files left on the desktop will not be saved by the virtual sinc site.

To install simpleaudio you will have to do the following (unfortunately, we cannot use Idle on the sinc site for this):

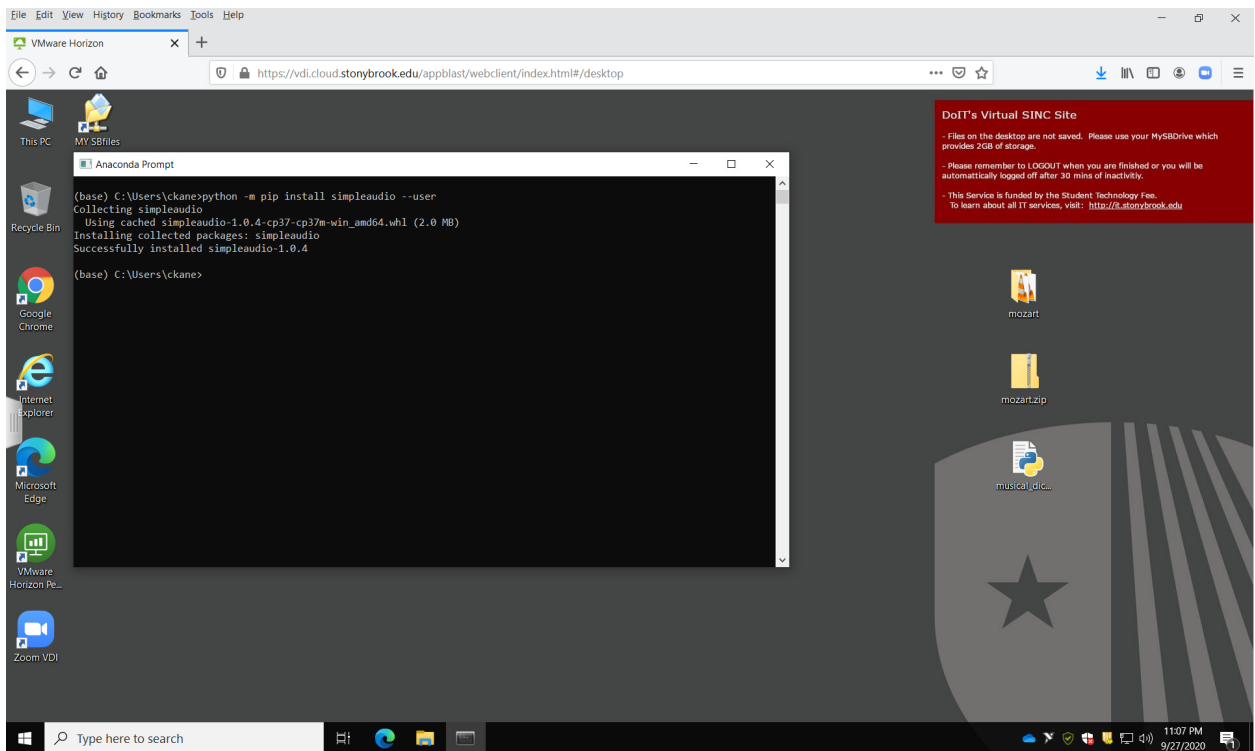
1. Type "anaconda" into the searchbox on the toolbar:



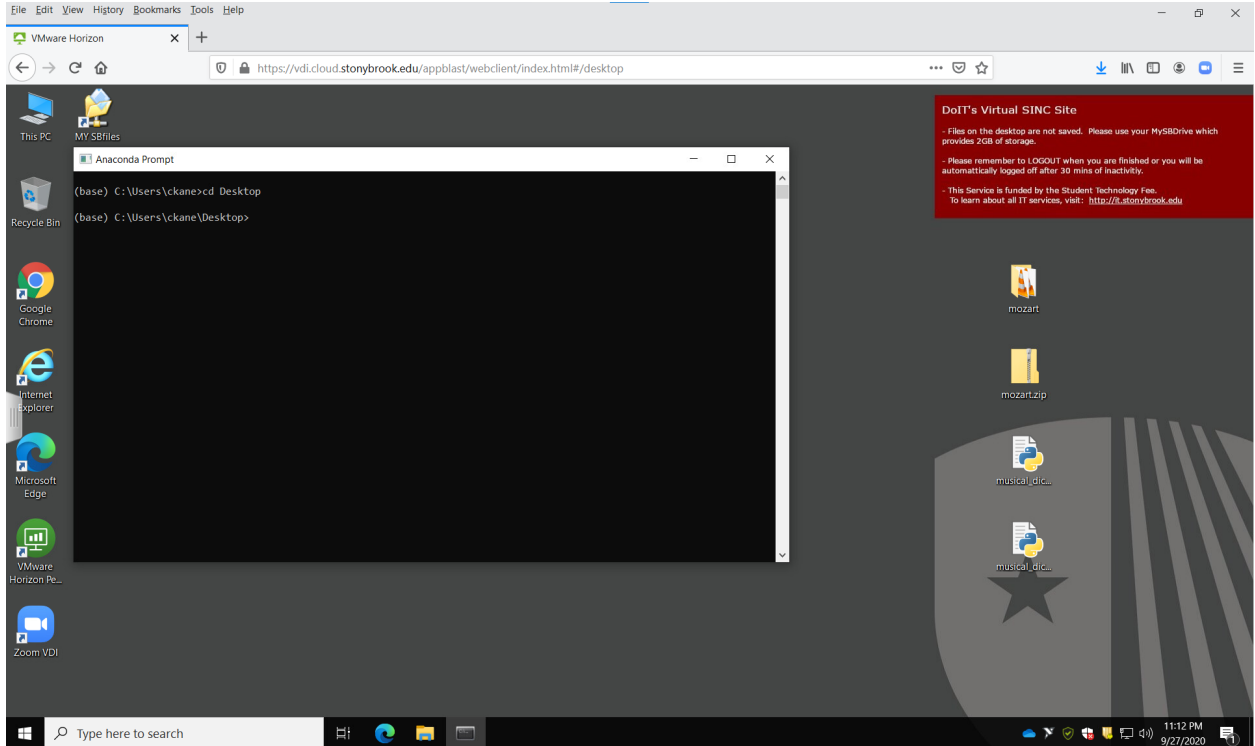
2. Select Anaconda Prompt:



3. Enter the following command: `python -m pip install simpleaudio --user`



4. Now navigate to the Desktop with the command: `cd Desktop`



5. Run your program with the command: `python musical_dice_game.py`

