
Algorithm 1 Playing audio from buffer using pyAudio

```
1: procedure PLAY AUDIO
2:   nowPlaying = True
3:   byteCount = 0
4:   while (nowPlaying and not threadQuitFlag) do
5:     Read raw audio chunk of 88200 bytes
6:     byteCount += 88200
7:     Emit signal for track progress with value (byteCount // 176400)
8:     if Length of chunk is 3 then
9:       nowPlaying = False
10:    else
11:      Write raw audio chunk to pyAudio stream
12:    Get next track
```
