

# Software Project Report

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**AIM :-** To Make an audioplayer in which songs are played in random order.

**Scripting Language :-**  
Python (version - 3.10.6)

**Library Used:-**

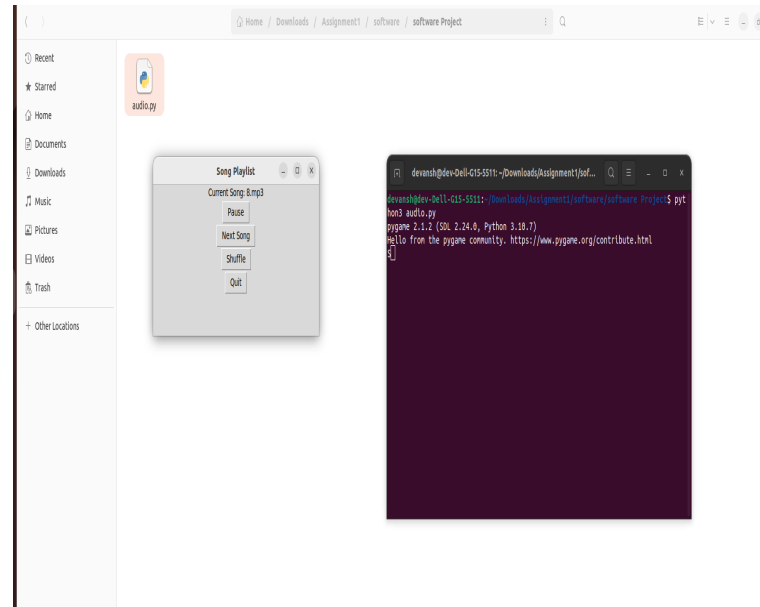
- 1) numpy library
- 2) playsound library

**Mechanism:-**

- 1) Import numpy, pygame, random and tkinter library
- 2) Give the directory of the songs so that songs can be accessed
- 3) making the list of audio files
- 4) Shuffling the audio files randomly
- 5) plays the songs according to their position in list
- 6) If all songs are played once then a new random list of songs is generated
- 7) This process continues till the program is closed

**Conclusion:-**

we have Made the **Random Songs Audio Player**



## audiofiles

