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,random, pygame,soundfile and tkinter library

2) Choose the Music Folder.
3) The above action gives the directory of the songs so that songs can be accessed

4) Get Music Files creates an array of audio files

5) play next song plays the next song in the sequence

6) Shuffle the playlist function shuffles the playlist in random number

7) play-pause function plays or pauses the current function

8) quit music player exits from the GUI(Graphical User Interface)

9) plays the songs according to their position in list

10) If all songs are played once then a new random list of songs is generated

11) This process continues till the program is quited

12) random module helps in shuffling playlist

13) tkinter module helps in creating the GUI(Graphical User INterface)

14) soundfile module helps in playing the audio file

Conclusion:-
we have Made the **Random Songs Audio Player**

audiofiles

Recent
Starred
Home
Documents
Downloads
Music
Pictures
Videos
Trash

Other Locations

1.mp3 2.mp3 3.mp3 4.mp3 5.mp3 6.mp3 7.mp3 8.mp3 9.mp3 10.mp3 11.mp3 12.mp3 13.mp3

14.mp3 15.mp3 16.mp3 17.mp3 18.mp3 19.mp3 20.mp3