

# report for software assignment

## AI1110: Probability and Random Variables

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**About project** project to create a random playlist of songs

#### **Solution.**

following are components of code

- 1) Files imported:os,random,pygame
- 2) songs dir to give location of directory of songs used in playlist
- 3) pygame module is used to work with audio files
- 4) random module is used to create/generate random sequence of numbers so that its order generates random playlist
- 5) os module is used to interact with operation system.here os.listdir(path) returns a list of all files and directories in the specified path
- 6) global variables used are currentpath and currentindex,this are used to access these throughout the code
- 7) we are using pygame.mixer to load and play songs
- 8) functions are defined separately to play random song,play next song,pause song,continue song
- 9) library tkinter is used to create interface
- 10) here,main function of pygame library is to load and play songs
- 11) for loading a particular song,path of song is provided each time
- 12) we have given text on interface by our choice,here pause,continue,if paused etc is used,we could give any from our choice
- 13) Button is used to display text or images that convey its purpose
- 14) here we used randint function from random to choose a random number from number of songs to play
- 15) pack is used to fill the entire frame
- 16) here we used mainloop function in tkinter at the end to loop all the songs when finished

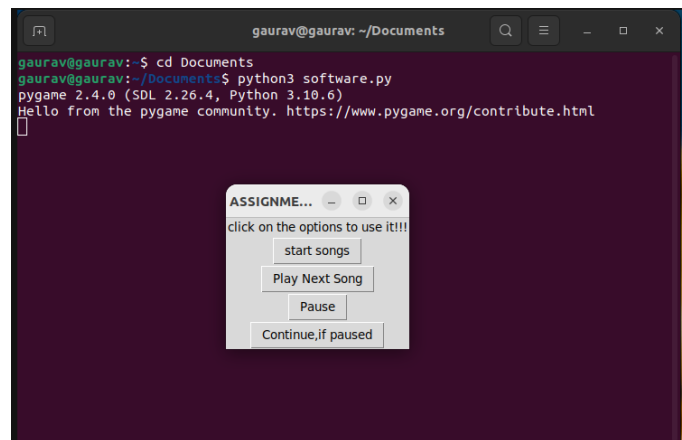


Fig. 1. figure showing our running programme