

Software Playlist Project

AI1110: Probability and Random Variables

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* At first we need to import the python package (tkinter,pygame,numpy)

tkinter :- This package is just to make GUI of the software

pygame :- This package is used to import mixer that make a song load,play,stop that deals with running music file

numpy :- This package is used to import random

random.randint(to select a random integer) random.permutation(to shuffle song and always give unique pattern of randomised songs of the playlist)

Most Important Function I used:

Play all song randomly :- This function is used to play all the song continuously in the playlist randomly

Play randomly :- This function is used to play one song randomly from the playlist

* Some other function such as add song, remove song ,play next song and song are used as the name give a hint about it's function

```
ing /usr/share/sounds/sf2/TinGM6nb.sf2 to provide /usr/sh
GM.sf2 (default-GM.sf2) in auto mode
ing /usr/share/sounds/sf2/TinGM6nb.sf2 to provide /usr/sh
GM.sf3 (default-GM.sf3) in auto mode
(0.9+20170913-1.1build1) ...
-1.0-2:amd64 (1.1.6-1) ...
i3:amd64 (2.2.5-1) ...
e-2.0-0:amd64 (2.0.5+dfsg1-3build1) ...
-2.0-0:amd64 (2.0.4+dfsg1-4build1) ...
ugin-1-cairo:amd64 (0.1.0-3build1) ...
2.0-0:amd64 (2.0.18+dfsg-2) ...
ne (2.1.2+dfsg-3) ...
l1bc-bin (2.35-0ubuntu3.1) ...
i3 playlist.py
Python 3.10.6
community. https://www.pygame.org/contribute.html
```

```
ong)
ox()
```

```
d song from the playlist.""
listbox.curselection()
```

```
tion[0])
x)
delete(index)
```

```
playing song.""
```

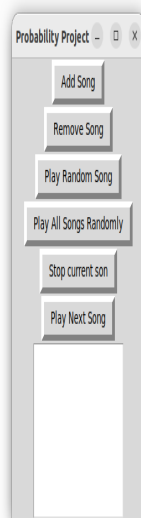


Fig: Screenshot of Playlist Gui