AI1110 Software Project Report

Name: Jash Jhatakia
Roll Number: CS22BTECH11028

I. Introduction

The provided code is an implementation of a simple music player using the Pygame library in Python.

II. Implementation

The player interface is displayed on a Pygame window, allowing users to control playback, switch between songs, and view the currently playing song. The code utilizes basic Pygame functionalities for event handling, drawing shapes, and playing audio files.

A. Code Overview

The following dependencies are required to run the Music Player:

- Python
- Pygame
- NumPy

B. Code Structure

The code is structured as follows:

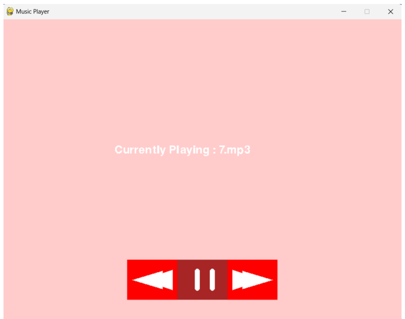
- The code begins with importing the necessary modules: pygame, sys, numpy, and os.
- pygame is the primary library used for creating the graphical interface and handling events.
- numpy is used for array manipulation and shuffling.
- os is used to change the working directory and access the audio files.
- The Pygame library is initialised using pygame.init()
- The mixer module is initialized for playing audio using pygame.mixer.init().
- A loop iterates through the songs in the sngarr array.
- If the end of the sngarr is reached, the array is shuffled and appended to itself.
- The current song is loaded using pygame.mixer.music.load() and played using pygame.mixer.music.play().
- The loop continues while the song is playing or the play button status is 'pause'.

III. Conclusion

The provided code showcases a simple music player implementation using Pygame. Users can control song playback, switch between songs, and view the currently playing song.

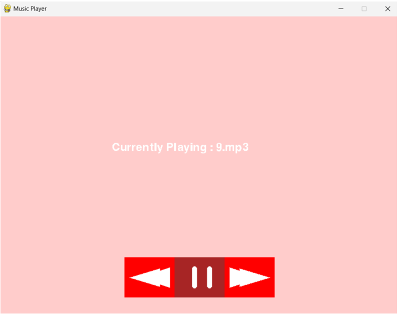
The code for the Music Player can be found at: **https://github.com/Jcube23/Music-Player**

IV. Images



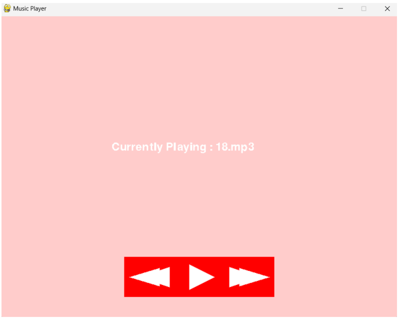
Currently Playing : 7.mp3

Fig. 1. First Song(Paused)



Currently Playing : 9.mp3

Fig. 2. Second Song(Paused)



Currently Playing : 18.mp3

Fig. 3. Third Song(Playing)