```
 import pyaudio
import wave

CHUNK = 1024
FORMAT = pyaudio.paInt16
CHANNELS = 2
RATE = 44100
RECORD_SECONDS = 10
WAVE_OUTPUT_FILENAME = "voice.wav"

p = pyaudio.PyAudio()

stream = p.open(format=FORMAT,
                channels=CHANNELS,
                rate=RATE,
                input=True,
                frames_per_buffer=CHUNK)

print("* recording")

frames = []

for i in range(0, int(RATE / CHUNK * RECORD_SECONDS)):
    data = stream.read(CHUNK)
    frames.append(data)

print("* done recording")
```

```
stream.stop_stream()

stream.close()

p.terminate()


wf = wave.open(WAVE_OUTPUT_FILENAME, 'wb')

wf.setnchannels(CHANNELS)

wf.setsampwidth(p.get_sample_size(FORMAT))

wf.setframerate(RATE)

wf.writeframes(b''.join(frames))

wf.close()
```