Name: Maaz Sher Muhammad

Intern ID: TN/1N01/003

Email ID: maazshermuhammadofficial@gmail.com

Internship Domain: Python Internee

Task: Project Report

Instructor Name: Hassan

Mood Music Suggester Report by Maaz Sher Muhammad

***** Table of Contents

- 1. Introduction
- 2. Task Descriptions
- 3. Screenshots
- 4. Challenges and Solutions
- 5. Conclusion

1. Introduction

This project, titled Mood Music Suggester, is a Python-based application built using the Gradio framework. It takes a user's mood as a textual input, identifies the underlying emotion, and recommends a song that matches the mood along with a motivational message.

The purpose of this project is to explore the use of basic Natural Language Processing (NLP) techniques for understanding user emotions and delivering uplifting multimedia suggestions. It simulates an emotional assistant using simple keyword logic and showcases how interactive web UIs can be built quickly with Gradio.

2. Task Descriptions

Task 1: Designing the Mood-to-Music Mapping Logic

I created a dedicated Python file named data.py that stores a dictionary mapping moods such as happy, sad, stressed, relaxed, and excited to:

- A list of two songs per mood (title and YouTube link)
- A matching motivational message

This mapping allows the app to return varied results and simulate real-time musical empathy.

Code:

```
# data.py
mood song map = {
  "ha<mark>ppy": {</mark>
    "songs": [
      ("Pharrell Williams - Happy",
"https://www.youtube.com/watch?v=ZbZSe6N BXs"),
       ("Katrina & The Waves - Walking on Sunshine",
"https://www.youtube.com/watch?v=iPUmE-tne5U"),
    ],
    "message": "Keep smiling! Music makes happiness louder 7"
  "sad": {
    "songs": [
      ("Adele - Someone Like You",
"https://www.youtube.com/watch?v=hLQl3WQQoQ0"),
       ("Billie Eilish - everything i wanted",
"https://www.youtube.com/watch?v=EgBJmlPo8Xw"),
    ],
    "message": "It's okay to feel down. Music heals the soul 💙"
  },
```

```
"relaxed": {
    "songs": [
      ("Coldplay - Strawberry Swing",
"https://www.youtube.com/watch?v=h3pJZSTQqIg"),
      ("Norah Jones - Come Away With Me",
"https://www.youtube.com/watch?v=lbjZPFBD6JU"),
    ],
    "message": "Take a deep breath and enjoy the calm ""
  },
  "stressed": {
    "songs": [
      ("Bob Marley - Don't Worry Be Happy",
"https://www.youtube.com/watch?v=d-diB65scQU"),
      ("Moby - Porcelain", "https://www.youtube.com/watch?v=13EifDb4GYs"),
    ],
    "message": "Hang in there. Music is your stress-buster [7]"
  },
  "excited": {
    "songs": [
      ("Avicii - Wake Me Up", "https://www.youtube.com/watch?v=IcrbM11 BoI"),
      ("Queen - Don't Stop Me Now",
"https://www.youtube.com/watch?v=HgzGwKwLmgM"),
    ],
    "message": "You're on fire! Let the music fuel your energy 2"
```

Task 2: Implementing Mood Detection

In mood_logic.py, I implemented a function that takes user input and checks for keywords like "happy", "sad", or "anxious". The input string is converted to

lowercase for consistency, and the code loops through predefined mood keywords to find a match.

This function provides a lightweight, rule-based NLP alternative to sentiment analysis.

Code:

```
# mood logic.py
import random
from data import mood_song_map
mood keywords = {
  "happy": ["happy", "joyful", "cheerful", "smiling"],
  "sad": ["sad", "down", "crying", "depressed"],
  "relaxed": ["relaxed", "calm", "chill", "peaceful"],
  "stressed": ["stressed", "anxious", "tense", "worried"],
  "excited": ["excited", "thrilled", "pumped", "energetic"]
}
def detect mood(user input):
  user input = user input.lower()
  for mood, keywords in mood keywords.items():
    for keyword in keywords:
      if keyword in user input:
      return mood
  return None
def suggest song(mood):
  if mood not in mood song map:
    return None, None, None
  songs = mood song map[mood]["songs"]
  message = mood song map[mood]["message"]
  song title, song url = random.choice(songs)
```

return song title, song url, message

Task 3: Song Suggestion and Output Formatting

Another function within mood_logic.py takes the detected mood and randomly selects a song and message from the corresponding mood group. It returns:

- The song title
- The YouTube URL
- A motivational message

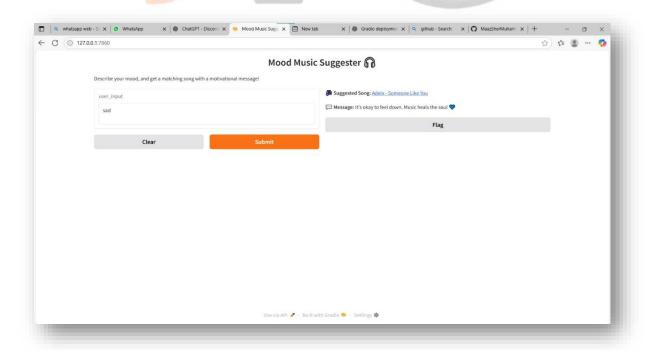
This helps the app feel more dynamic and less repetitive.

Task 4: Building the Gradio Interface

In app.py, I created a simple Gradio interface with:

- A textbox input (for users to type how they're feeling)
- A markdown output area (for showing song + message)
- A title and description for the UI

This interface is launched using Gradio's Interface class and provides real-time interaction in the browser.



4. Challenges and Solutions

♦ Problem: Gradio CLI Confusion

Initially, the gradio login and deploy commands failed due to the wrong version being used (Python package instead of CLI tool).

- Solution: Installed the correct CLI using pipx and used the direct path to execute the login.
- ♦ Problem: Basic Keyword Matching

The app initially only responded to exact matches like "happy" or "sad".

- Solution: Enhanced the keyword matching logic with a synonym list for each emotion, like ["joyful", "cheerful", "delighted"] for "happy".
- ♦ Problem: Structuring the App

Combining logic and UI code made the project messy.

Solution: Refactored into three modular files (data.py, mood_logic.py, and app.py), improving readability and future maintainability.

5. Conclusion

This project demonstrates how emotional intelligence can be simulated using simple Python tools. While not AI-driven, the app still delivers engaging, personalized song suggestions using rule-based mood detection.

The final product is an interactive Gradio web app that provides users with emotional support through music. This project lays the foundation for future enhancements like:

- Sentiment analysis via TextBlob or NLP libraries
- Spotify/YouTube API integration
- Voice input or speech-to-text
- Enhanced UI with buttons, emoji, or visual themes

Overall, the Mood Music Suggester fulfills its goal of combining empathy and entertainment through code.

