

Software report in L^AT_EX

Mathew M Philip
EE22BTECH11211

AIM

To play an audio-playlist in which songs are played in a random order

Scripting Languages

Python (version - 3.10.6)

Libraries Used

- 1) random library
- 2) playsound

Output

Audio playlist is played with songs played in a random order each time it is played, The song which is currently being played is displayed on the screen.

Description

Each time the audio-playlist is played, 20 random numbers are generated using the random library. They are stored in the random-array.

The video files recorded in class used to extract the audio files out of it using ffmpeg. The songs are then played using the playsound function in the playsound library.

The random numbers generated using the random library follow the gaussian distribution function, There graph plotted using the matplotlib.pyplot library is shown below

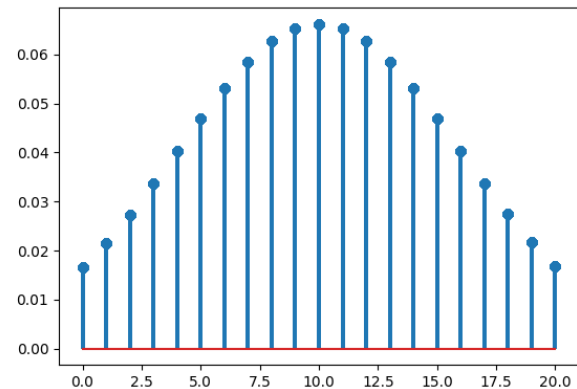


Fig. 2. Plot of PMF