

Software report in L^AT_EX

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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) pygame library

Output

Audio playlist is played with songs played in random order each time it is played, The song which is currently being played is displayed on the screen. Pressing 'n' will make the song to be played

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 pygame library. Pressing 'n' will make the next song to be played.

The random numbers generated using the random library follow the gaussian distribution function.

```
mathew@my-computer:~/mp3_player$ python3 mp3_player_1.py
pygame 2.4.0 (SDL 2.26.4, Python 3.10.6)
Hello from the pygame community. https://www.pygame.org/contribute.html
song13-audio.mp3
Press n to go to next song :n
song7-audio.mp3
Press n to go to next song :n
song12-audio.mp3
Press n to go to next song :n
song3-audio.mp3
Press n to go to next song :n
song15-audio.mp3
Press n to go to next song :n
song11-audio.mp3
Press n to go to next song :n
song19-audio.mp3
Press n to go to next song :n
song18-audio.mp3
Press n to go to next song :n
song9-audio.mp3
Press n to go to next song :□
```