AI1110 Software Project Report

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I. Introduction

This report presents an analysis of the code implementing the Pygame library in a Python script. The code aims to create a simple audio player that plays a shuffled playlist of audio files.

II. Implementation

The project is organized into classes and functions to handle different aspects of the music player. The code is structured as follows:

- Importing necessary libraries and initializing Pygame.
- Importing Required Modules: The code starts by importing the necessary modules, including os and random, to handle file operations and generate random numbers.
- Creating the Pygame window and initializing the mixer for audio playback.
- Event Handling: The code enters a loop where it continuously listens for Pygame events.
- Setting up the initial song list and play stack.
- Setting up the main loop to handle events and update the screen.
- Loading and playing the selected song using Pygame's mixer.

A. Dependencies

To run the Music Player, the following dependencies are required:

- Python
- Pygame library
- NumPy library

Additionally, the following modules are used:

- sys
- os

III. Conclusion

The Music Player project provides a basic music player application with features such as playing audio files, controlling playback, and displaying the currently playing song. It demonstrates the use of Pygame and its audio capabilities in Python programming.

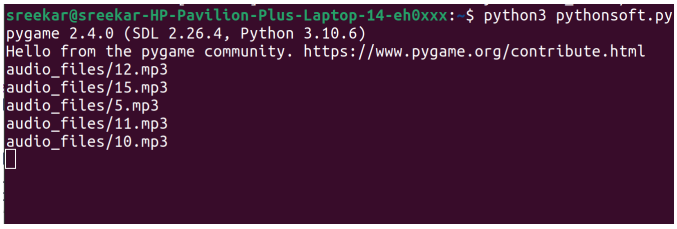

Fig. 1. random shuffle