

# Software Report

## Random Music Player

### AI11110:Probability And Random Variables

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## 1 Aim

This report aims to document the implementation of a code that plays random song from music playlist using python. The code utilizes Random and Pydub library for shuffle the code and plays song in a random way.

## 2 Library

1. **Random** it will shuffle the playlist of song.
2. **Pydub** pydub library allows to load the song and play song.

## 3 Implementation

1. first import random and pydub library.
2. From pydub import Audiosegment and from pydub.playback import play.
3. create list of songs.
4. In name write full address of song.
5. Now apply for loop in list.
6. Using Audiosegment load the song.
7. Using play to play the song.
8. After playing the song, a message is printed that if you want to continue or quit.
9. If you choose continue, it will restart the playlist.
10. If you choose quit, it will stop.

## 4 Conclusion

In this way, a music playlist can be generated using Python playing random songs.