Software Assignment Report

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May 18, 2023
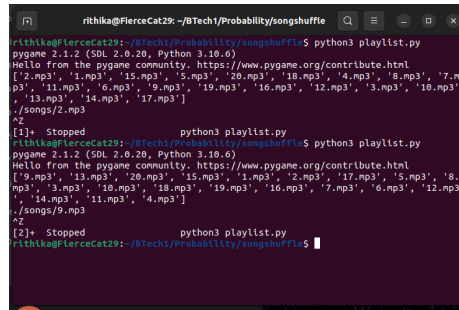
The code is used to play the songs using the `pygame` library. By shuffling the audio files, the songs are played in a random order.

1 Libraries imported

- `os`

- `random`- For shuffling the audio files

- `pygame`- For playing the audio files

2 Functions used

- The list of audio files is shuffled randomly using `random.shuffle()`.

- It then iterates over each audio file in the shuffled list, constructs the full file path using `os.path.join()`, and calls the `play_song()` function to play the audio file.

- `play_song()`: This function performs the following steps:

- It initializes the `pygame.mixer` module for audio playback using `pygame.mixer.init()`.

- The specified song is loaded using `pygame.mixer.music.load()`.

- The song is played using `pygame.mixer.music.play()`.

- It enters a loop that waits for the song to finish playing by continuously checking `pygame.mixer.music.get_busy()`.

- **Usage Example**: In this section, the code sets the `folder_path` variable to `"./songs"`, indicating that it will look for songs in the "songs" subdirectory of the current working directory.

Figure 1: random order of playing the audio files

3 Link to the code

https://github.com/Rithika83/Probability/blob/main/songshuffle/playlist.py