

Software Assignment Report

Rithika Gajarla (BT22BTECH11013)

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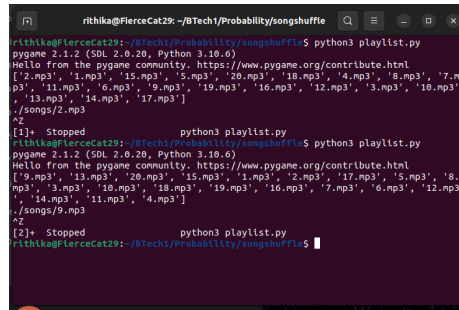
The code is used to play the songs using the `pygame` library. By shuffling the audio files, the songs are played in a random order.

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.



```
rithika@FierceCat29: ~/BTech1/Probability/songshuffle
rithika@FierceCat29:~/BTech1/Probability/songshuffle$ python3 playlist.py
pygame 2.1.2 (SDL 2.0.20, Python 3.10.6)
Hello from the pygame community. https://www.pygame.org/contribute.html
['2.mp3', '1.mp3', '15.mp3', '5.mp3', '20.mp3', '18.mp3', '4.mp3', '8.mp3', '7.m
p3', '11.mp3', '6.mp3', '9.mp3', '19.mp3', '10.mp3', '12.mp3', '3.mp3', '10.mp3',
'13.mp3', '14.mp3', '17.mp3']
./songs/2.mp3
^Z
[1]+  Stopped                  python3 playlist.py
rithika@FierceCat29:~/BTech1/Probability/songshuffle$ python3 playlist.py
pygame 2.1.2 (SDL 2.0.20, Python 3.10.6)
Hello from the pygame community. https://www.pygame.org/contribute.html
['9.mp3', '13.mp3', '20.mp3', '15.mp3', '1.mp3', '2.mp3', '17.mp3', '5.mp3', '8.
mp3', '3.mp3', '10.mp3', '18.mp3', '19.mp3', '16.mp3', '7.mp3', '6.mp3', '12.mp3',
'14.mp3', '11.mp3', '4.mp3']
./songs/9.mp3
^Z
[2]+  Stopped                  python3 playlist.py
rithika@FierceCat29:~/BTech1/Probability/songshuffle$
```

Figure 1: random order of playing the audio files

3 Link to the code

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