

# pyplayfile

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## 1 Program - Pyplayfile

PyAudio Example: Play a WAVE file. from: <https://people.csail.mit.edu/hubert/pyaudio/docs/>

**\* Import relevant modules & define the variables**

```
In [1]: import pyaudio
import wave
import sys
```

```
CHUNK = 1024
```

- **Quit the program if required argument is not given**

```
In [ ]: if len(sys.argv) < 2:
    print("Plays a wave file.\n\nUsage: %s filename.wav" % sys.argv[0])
    sys.exit(-1)
```

- **Read the file specified in arguments:**

```
In [ ]: wf = wave.open(sys.argv[1], 'rb')
```

- **Initialise the audio port and its parameters for audio output**

```
In [ ]: p = pyaudio.PyAudio()

stream = p.open(format=p.get_format_from_width(wf.getsampwidth()),
                channels=wf.getnchannels(),
                rate=wf.getframerate(),
                output=True)
```

```
data = wf.readframes(CHUNK)
```

- **While the chunks of data are available, continues reading, else stop the stream:**

```
In [ ]: while data != '':
    stream.write(data)
    data = wf.readframes(CHUNK)
```

```
stream.stop_stream()  
stream.close()  
  
p.terminate()
```