

Probability Software Assignment

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Abstract

In this assignment we made a Music player in python which uses numpy module of python to shuffle the songs and play in the loop

PROCESS

- 1) Run the code.
- 2) Add songs to the playlist using the "Add Song" button.
- 3) Remove songs from the playlist using the "Remove Song" button.
- 4) Play a random song using the "Play Random Song" button.
- 5) Play all songs randomly using the "Play All Songs Randomly" button.
- 6) Stop the currently playing song using the "Stop" button.
- 7) Play the next song using the "Next Song" button.
- 8) Use the playlist listbox to view and select songs.
- 9) Close the window or terminate the script to exit the application.

DESCRIPTION OF CODE

- The code is a music player application built using Tkinter and Pygame libraries.
- It provides a graphical user interface (GUI) for managing and playing songs.
- Users can add songs to the playlist by selecting MP3 files.
- The playlist is displayed in a listbox, showing the names of the songs.
- Songs can be removed from the playlist individually.
- Users can play a random song from the playlist.
- There is an option to play all songs in random order simultaneously.
- The currently playing song can be stopped.
- Next song in the playlist can be played.
- The code uses Pygame's mixer module to handle music playback.
- The GUI elements (buttons, listbox) are created using Tkinter.
- The playlist is stored as a list of file paths.
- The code includes functions to update the playlist listbox and control song playback.
- The application runs in a main event loop provided by Tkinter.

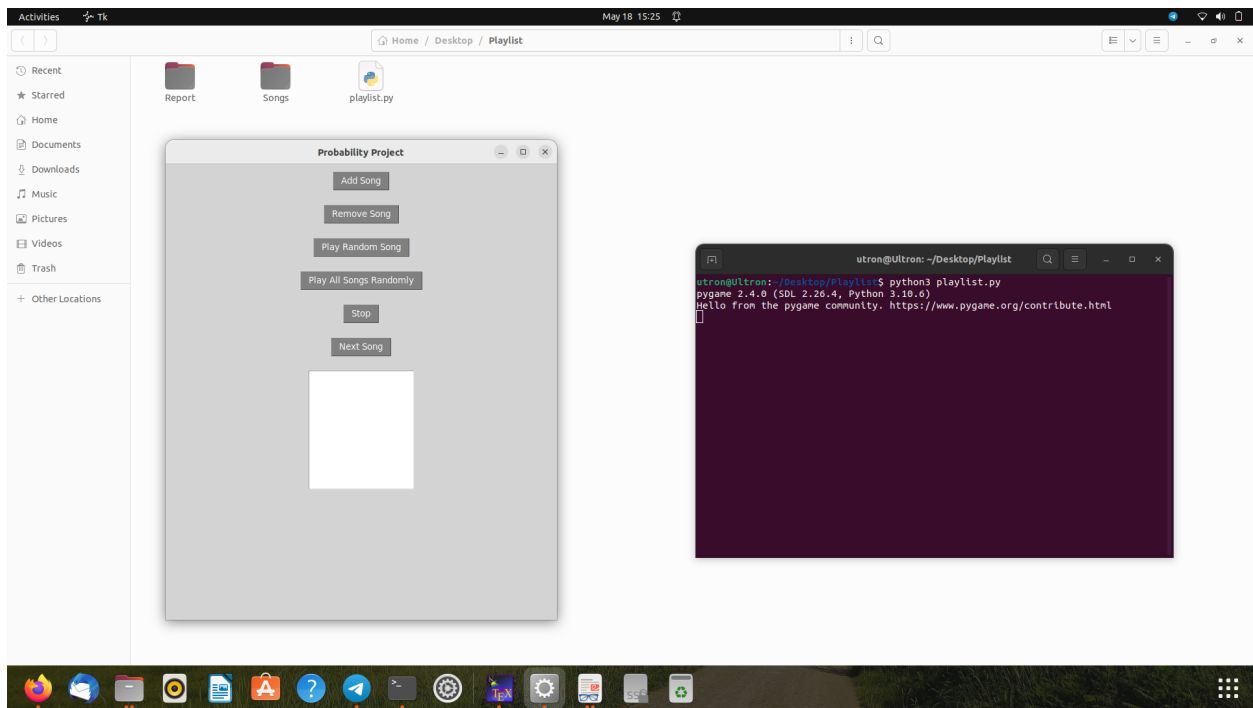


Fig. 9. This is how My music player after executing

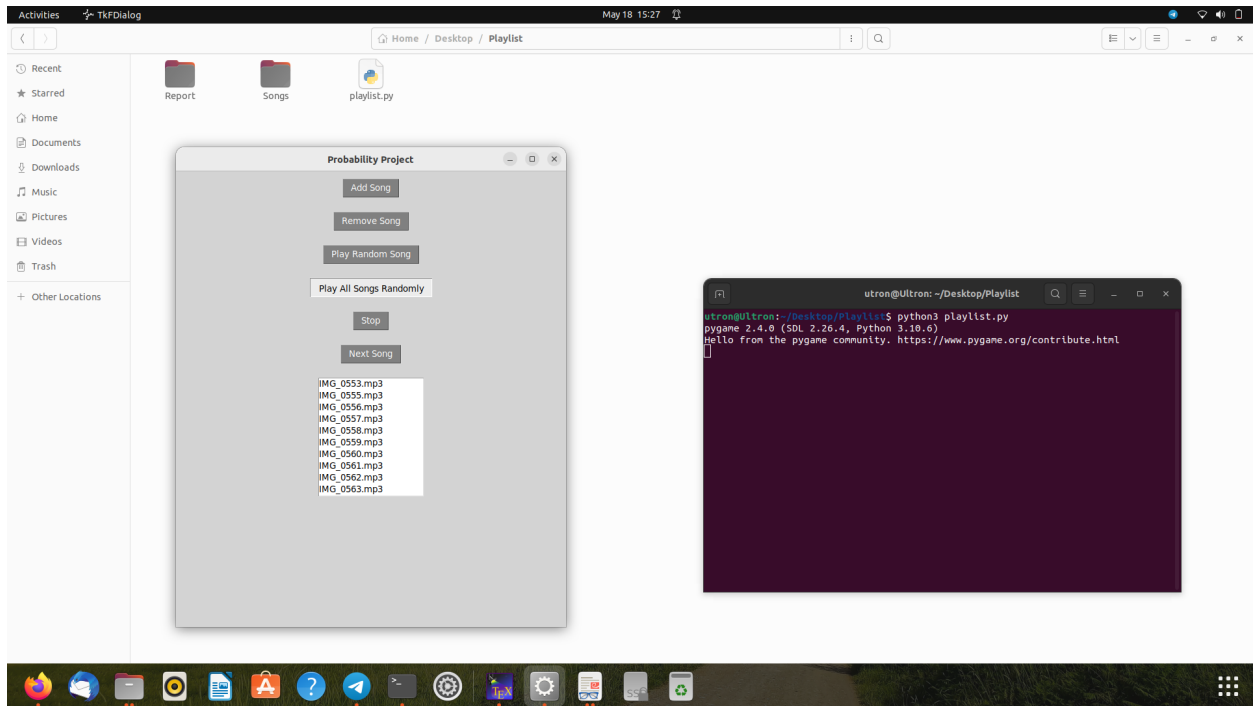


Fig. 9. This is how My music player after selecting songs and playing them