Software Report

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Introduction

The main aim of this program is to create a python script that plays all the songs from a selected audio playlist in a random order. It basically imports the required libraries.

Explanation

1) First,it imports the required modules as 'os' , 'random', 'pygame'. Here **pygame** is used for audio playback, **random** is used to shuffle the audio files, **os** for importing files.
2) A function named **play_audio_files** is defined.It first collects a list of audiofiles from the directory and filters the files with the extension **.mp3**.

3) The order of the audio files are randomised using the function **random.shuffle()**. Then pygame is installed.

4) The function iterates over the audio files and plays each one of them. it builds full path to each file,loads it using **pygame.mixer.music.load()** and plays it using **pygame.mixer.music.play()**.The function then waits for the audio to finish playing using a while loop. This ensures that the program doesn't move on to the next audio file until the current has finished playing.

Conclusion:

Using the pygame package, the code shows how to create a simple audio player that plays audio files from a specified directory. It makes the playing more random by rearranging the sequence of the files. This code can be used as a foundation for creating more complex audio players or adding audio playback capabilities to bigger projects.