

Software Assignment

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Report for Software Assignment

The provided code is a Python script that involves creating a playlist of audio files from a specified folder and playing the playlist using the Pygame library.

Importing Required Libraries:

- `import os` is used for file and directory operations.
- `import random` is used for shuffling the list of audio files.
- `import pygame` is used for audio playback functionality.

Function: `create_playlist(folder_path)`

This function takes a folder path as a parameter. It retrieves a list of audio files from the specified folder using `os.listdir(folder_path)`. The list of audio files is then shuffled randomly using `random.shuffle(audio_files)`. It iterates over each audio file and calls the `play_playlist(file_path)` function to play the file. Finally, it returns the playlist file.

Function: `play_playlist(playlist_file)`

This function takes a playlist file as a parameter. It initializes the Pygame mixer module using `pygame.mixer.init()`. The playlist file is loaded using `pygame.mixer.music.load(playlist_file)`. The playback of the playlist is started using `pygame.mixer.music.play()`. It waits for the playlist to finish playing using a while loop with `pygame.mixer.music.get_busy()` condition.

Usage Example:

The script provides an example usage at the end. It sets the `folder_path` variable to the path of a folder containing audio files. The `shuffle_option` variable is set to `True` for shuffling the playlist. The `create_playlist()` function is called, which creates and returns the playlist file. Finally, the `play_playlist()` function is called to play the generated playlist file.