

# Probability Software Report

Chakka Surya Saketh  
AI22BTECH11005

## 1 INTRODUCTION

The goal of this project was to create a Python program that plays audio files from a specified folder in a random order, with the ability to navigate to the next track. The program utilizes the `pygame` library for audio playback and the `numpy` library for selecting songs randomly and `os` for importing the files.

## 2 IMPLEMENTATION

The program is implemented in Python and consists of the following key components:

- **File Selection:** The user provides the path to the folder containing the audio files.
- **Randomization:** The program shuffles all the audio files randomly using `numpy` library.
- **Audio Playback:** The `pygame` library is used to load and play the audio files. The program sets the volume level and plays the files sequentially.
- **Next Track:** Entering "next" in the terminal starts playing the next track.

## 3 USAGE

To use the program, follow these steps:

- 1) Run the program in a Python environment (Python 3 or above).
- 2) Provide the path to the folder containing the audio files.
- 3) Enter "next" in the terminal to go to the next track
- 4) The program will play the audio files in a random order each time it is run.

## 4 DEPENDENCIES

The program relies on the following external libraries:

- **pygame:** Used for audio playback and volume control.
- **numpy:** Used for randomising the songs played.

Ensure that these libraries are installed in the Python environment before running the program.

## 5 CONCLUSION

The project successfully achieves its objective of creating a random audio player. The program allows users to enjoy their audio collection in a randomized order and provides convenient navigation options.

In summary, the random audio player project demonstrates the effective utilization of Python libraries to create an interactive and enjoyable audio playback experience.