```
    print("Say something!")
    audio = r.listen(source)

with open("recording.wav", "wb") as f:
    f.write(audio.get_wav_data())
```

Let's examine this program line by line. The first statement imports the `SpeechRecognition` module as `sr`. The second block of code obtains the audio from the microphone. For this purpose, it uses the `Recognizer()` and `Microphone()` functions. This example uses PyAudio because it uses the `Microphone` class. The third block of code writes the audio to a WAV file named `recording.wav`.

Run this file from the terminal. You should get the results you expect: whatever you said into the microphone was recorded to `recording.wav`. Notice that the Python program stops recording when it detects a pause in your speech for a certain amount of time.

Running the program on my system gave me the output shown in Figure 2-1 and in the following snippet. Your Python program produces the `recording.wav` file. You may also receive a warning message like the one you can see on my console—if so, don't worry about it, because it does not effect the working of your program. Here's my output:

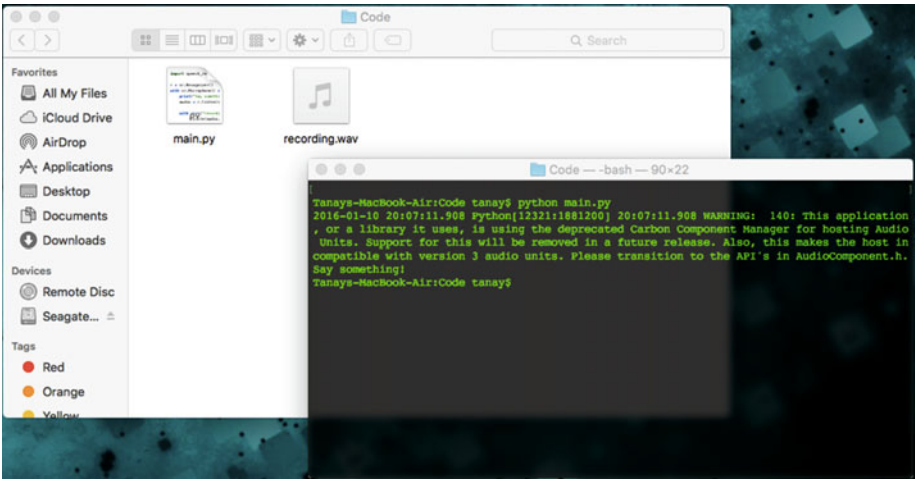

Figure 2-1. *Recording to a WAV file: console output*

```
Tanays-MacBook-Air:Melissa-Core-master tanay$ python main.py
2016-01-10 20:07:11.908 Python[12321:1881200] 20:07:11.908 WARNING:  140:
This application, or a library it uses, is using the deprecated Carbon
Component Manager for hosting Audio Units. Support for this will be removed
in a future release. Also, this makes the host incompatible with version 3
audio units. Please transition to the API's in AudioComponent.h.
Say something!
```