```
import pickle
 In [1]:
           import pickle
           file=open('/home/ece/Music/features FINAL','rb')
           featuresdf=pickle.load(file)
           file.close()
 In [2]:
          featuresdf
                                               feature class label
Out[2]:
            0 [-95.34758, 131.61076, -80.91215, 95.421646, -... KAWASAKI
            1 [-44.43844, 75.582085, -28.329184, 23.416933, ...
                                                        HARLEY
            2 [-8.866261, 49.40681, 21.061068, 28.81571, 6.4...
                                                        HARLEY
            3 [32.28357, 65.85346, -18.080599, 18.747538, -1...
                                                           KTM
            4 [-144.04903, 93.13892, -16.7343, 41.496807, -1...
                                                           KTM
          235 [-227.46637, 116.28378, -11.652334, 43.611366,...
                                                            KTM
          236 [-146.03716, 92.09145, -12.007631, 40.169983, ...
                                                            KTM
          237 [-113.60618, 88.692184, -10.085182, 40.715332,...
              [-150.85689, 89.39332, -12.109208, 40.25608, -...
          239 [-205.87419, 121.9227, -10.783024, 42.32616, -...
         240 rows × 2 columns
In [3]: from sklearn.preprocessing import LabelEncoder
           from keras.utils import to categorical
           import numpy as np
           # Convert features and corresponding classification labels into numpy arrays
           X = np.array(featuresdf.feature.tolist())
           y = np.array(featuresdf.class label.tolist())
           # Encode the classification labels
           le = LabelEncoder()
           yy = to_categorical(le.fit_transform(y))
 In [7]: # split the dataset
           from sklearn.model selection import train test split
           x_train, x_test, y_train, y_test = train_test_split(X, yy, test_size=0.2, random_state = 42)
In [8]:
          import numpy as np
           from keras.models import Sequential
           from keras.layers import Dense, Dropout, Activation, Flatten
           from keras.layers import Convolution2D, MaxPooling2D
           from keras.optimizers import Adam
           from keras.utils import np utils
           from sklearn import metrics
          import tensorflow as tf
 In [9]:
           from tensorflow import keras
          model=keras.models.load model('/home/ece/Music/weigh FINALfeatures.hdf5')
In [11]:
           model.summary()
          Model: "sequential"
```

Output Shape	Param #
(None, 256)	10496
(None, 256)	Θ
(None, 256)	0
(None, 256)	65792
(None, 256)	Θ
(None, 256)	Θ
(None, 256)	65792
(None, 256)	0
(None, 256)	0
(None, 256)	65792
(None, 256)	0
(None, 256)	0
(None, 6)	1542
(None, 6)	0
	(None, 256)

def print prediction(file name):

print( predicted\_vector)

prediction\_feature = extract\_feature(file\_name)

predicted\_vector = np.argmax(model.predict(prediction\_feature), axis=-1)

In [14]:

category=[]

pro=[] y=[]

predicted proba = []

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predicted class = le.inverse transform(predicted vector)
              print("The predicted class is:", predicted_class[0], '\n')
              predicted proba vector = model.predict(prediction feature)
              predicted proba = predicted proba vector[0]
              for i in range(len(predicted proba)):
                  pro.append(format(predicted proba[i], '.5f'))
                  category = le.inverse transform(np.array([i]))
                  print(category[0], "\t\t : ", format(predicted_proba[i], '.5f') )
                  y.append(pro[i])
          filename = '/home/ece/Videos/bike sp/5harley5.wav'
          print prediction(filename)
         The predicted class is: HARLEY
         APACHE
                          : 0.00000
         ENFIELD
                                  : 0.00000
         HARLEY
                          : 1.00000
         KAWASAKI
                                 : 0.00000
                          : 0.00000
         KTM
         PULSAR
                          : 0.00000
In [16]:
          category=[]
          predicted proba = []
          pro=[]
          def print prediction(file name):
                  prediction feature = extract feature(file name)
                  predicted vector = np.argmax(model.predict(prediction feature), axis=-1)
                  predicted class = le.inverse transform(predicted vector)
                  print("The predicted class is:", predicted class[0], '\n')
                  global cur labelb
                  cur labelb=ttk.Label(canvas,text = str("The predicted class is:")+str( predicted class[0]), style='sp.TLabel')
                  cur labelb.place(x=790,y=900)
                  \#label1 = tk.Label(root, text = str("The predicted class is:")+str(predicted class[0])).place(x=600,y=900)
                  #canvas.create text(400,200, text = str("The predicted class is:")+str( predicted class[0]), font =("Helvetica",15), fill="white")
                  predicted proba vector = model.predict(prediction feature)
                  predicted proba = predicted proba vector[0]
                  for i in range(len(predicted proba)):
                      pro.append(format(predicted proba[i], '.5f'))
                      category = le.inverse transform(np.array([i]))
                      print(category[0], "\t\t : ", format(predicted proba[i], '.5f') )
                      cur label='Label'+str(i)
                      cur label=ttk.Label(canvas,text = str(category[0])+" = "+str(format(predicted proba[i], '.3f')),style='green/black.TLabel')
                      cur label.grid(column=100, row=i+300, sticky='')
                      \#label = tkinter.Label(canvas, text = str(category[0]) + "\t : "+str(format(predicted proba[i], '.5f'))).grid(x=i+100,y=i+200)
         def record():
In [17]:
              FORMAT = pyaudio.paInt16
              CHANNELS = 2
              RATE = 44100
              CHUNK = 1024
              RECORD SECONDS = 5
              WAVE OUTPUT FILENAME = "file2.wav"
              audio = pyaudio.PyAudio()
              # start Recording
              stream = audio.open(format=FORMAT, channels=CHANNELS,
                          rate=RATE, input=True,
                          frames per buffer=CHUNK)
              print ("recording...")
              frames = []
```

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for i in range(0, int(RATE / CHUNK * RECORD_SECONDS)):
                  data = stream.read(CHUNK)
                  frames.append(data)
              print ("finished recording")
              global cur labela
              cur labela=ttk.Label(canvas,text = "finished recording",style='green/black.TLabel')
              cur_labela.place(x=790,y=850)
              # stop Recording
              stream.stop stream()
              stream.close()
              audio.terminate()
              waveFile = wave.open(WAVE OUTPUT FILENAME, 'wb')
              waveFile.setnchannels(CHANNELS)
              waveFile.setsampwidth(audio.get_sample_size(FORMAT))
              waveFile.setframerate(RATE)
              waveFile.writeframes(b''.join(frames))
              waveFile.close()
          def prd():
              global filepath
              filepath = '/home/ece/Music/file2.wav'
              print_prediction(filepath)
          def restart():
              cur labela=ttk.Label(canvas,text = "
                                                                          ", style='green/black.TLabel')
              cur labela.place(x=790,y=850)
              cur labelb=ttk.Label(canvas,text = "
                                                                                       ", style='sp.TLabel')
              cur labelb.place(x=790,y=900)
          def play():
              pygame.mixer.init()
              pygame.mixer.music.load(filepath)
              pygame.mixer.music.play(loops=0)
          def play1():
              pygame.mixer.init()
              pygame.mixer.music.load(filepath1)
              pygame.mixer.music.play(loops=0)
          def openfile():
              global filepath1
              filepath1=filedialog.askopenfilename()
              print(filepath1)
              print prediction(filepath1)
          import pygame
In [18]:
          import os
          import pyaudio
          import wave
          from tkinter import ttk
         pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
         Hello from the pygame community. https://www.pygame.org/contribute.html
In [20]: from tkinter.ttk import *
          from tkinter import *
          import tkinter
          from tkinter import filedialog
          canvas = Tk()
          canvas.geometry('1920x1080')
```

```
canvas = Canvas(width=1920, height=1080, bg='black')
canvas.pack(expand=YES, fill=BOTH)
gif1 = PhotoImage(file='fn.png')
canvas.create image(0, 0, image=gif1, anchor=NW)
style = ttk.Style()
ttk.Style().configure('green/black.TLabel',font=('Helvetica', 20,'bold'), foreground='#e9d10a', background='#020613')
ttk.Style().configure('green/black.TButton',font=('Helvetica', 20,'bold'), foreground='#1164e8', background='#010101')
ttk.Style().configure('sp.TLabel',font=('ariel', 25,'bold'), foreground='#e25d12', background='#020613')
ttk.Style().configure('spW.TLabel',font=('ariel', 35,'bold'), foreground='#e5ce66', background='#020613')
cur labeld=ttk.Label(canvas,text = 'ACOUSTIC TARGET CLASSIFICATION ', style='spW.TLabel')
cur labeld.place(x=500,y=30)
cur labeld=ttk.Label(canvas,text = 'BASED ON MACHINE LEARNING', style='spW.TLabel')
cur labeld.place(x=550,y=80)
button rec = ttk.Button(canvas, text='START' ,style='green/black.TButton',command=record)
button rec.place(x=500,y=750)
button rec = ttk.Button(canvas, text='CLASSIFY RECORDED FILE',style='green/black.TButton',command=prd)
button rec.place(x=1280,y=750)
button rec = ttk.Button(canvas, text='CLASSIFY FROM FILE', style='green/black.TButton', command=openfile)
button rec.place(x=1280,y=800)
button rec = ttk.Button(canvas, text='RESET',style='green/black.TButton',command=restart)
button rec.place(x=500,y=800)
play button = ttk.Button(canvas, text='PLAY RECORDED FILE', style='green/black.TButton', command=play)
play button.place(x=700,y=950)
play button = ttk.Button(canvas, text='PLAY AUDIO FROM FILE',style='green/black.TButton', command=play1)
play button.place(x=980,y=950)
mainloop()
```

Tn [ ]: