```
In [ ]:
          1 # all imports
            from io import BytesIO
          3 from base64 import b64decode
          4 from google.colab import output
          5 from IPython.display import Javascript
            RECORD = """
          7
            const sleep = time => new Promise(resolve => setTimeout(resolve, time))
          8
          9
            const b2text = blob => new Promise(resolve => {
         10
              const reader = new FileReader()
         11
              reader.onloadend = e => resolve(e.srcElement.result)
              reader.readAsDataURL(blob)
         12
         13 })
         14 var record = time => new Promise(async resolve => {
         15
              stream = await navigator.mediaDevices.getUserMedia({ audio: true })
              recorder = new MediaRecorder(stream)
         16
         17
               chunks = [1]
         18
              recorder.ondataavailable = e => chunks.push(e.data)
               recorder.start()
         19
         20
               await sleep(time)
         21
              recorder.onstop = async ()=>{
         22
                 blob = new Blob(chunks)
         23
                 text = await b2text(blob)
         24
                 resolve(text)
         25
         26
              recorder.stop()
            })
         27
         28
         30
            def record(sec=3):
               print("Speak Now...")
         31
               display(Javascript(RECORD))
         32
         33
         34
              s = output.eval_js('record(%d)' % (sec*1000))
         35
              print("Done Recording !")
         36
              b = b64decode(s.split(',')[1])
              return b #byte stream
         37
In [ ]:
         1 voice_bytes = record()
```

Speak Now...

<IPython.core.display.Javascript object>

Done Recording !

In []: 1 voice_bytes

84\xe4U\xd3\xc3B\x00yb\x+7\xa5]=\xd7\x90\xb3P\x1b\xca\x00&\xee-/ak2\x+5\x06\x8+\x81\xea\x9e)?<\x8929\x8a+d\x0e\xb+\x12\\\xet $\xb2^x94<\text{Mvx}\x19\\x9bi\\x0fw\\xa3A0\\x81\\x00;\\x80\\xfb\\x83^R\\xeb\\x81)\\xb5\\xd5\\xd4\\xb7\\x0b\\x1a\\x92\\xf7\\xef$\\x1a^xa2\\xebI\\xb0\\xee$ $\x 89 x 18 x e 3 x 17 x b b * x 0f, x d f x c d x a 1 z %e x x a 2 x b 2 x x a 2 x b 2 x a 0 x a 2 x b 2 x a 0 x a 0 x a 1 z %e x a 0 x$ $0c\\ x02\\ xe0\\ xb\\ xsc\\ xbf\\ x1srsh\\ xeb\\ x1cxg\\ xcd\\ xsd\\ xc1\\ xd5\\ xc0\\ \{v\\ xd6@\\ xf5x%\\ xac\\ xd10ft\\ xe5N\\ xa2\\ x8d\\ x15\\ x05NNi\\ x1f\\ x86\\ t1x86\\ t1x8$ \xee\xe4\Ft\x15\x93f\x06\x16\x89\xf0\xb6\xfa\x95\x1f\x02T\xb6o\x7f\x8b\xbb]\x86\x99\x9bB\xfa\xc6\xb9\xbe"\xe3\xa6\xb3\xf3\xdb $3 \times e^xf4Y \times 3 \times d^x \times 3$ a7\x7f\x7fgU1\xc7\xf9g\x0bj\xc9e\xd0\xa5\xbe\xc3V\x00#*\x95\x82\x91\x96B\xac\x19j\xa8=(1C\xd0G\xd47\x0411\x0e\xd2\xd7\xf2@\x9 $\xf43\x0b\x8eft\xee\xb0\xa4\x80!\xc7\xc4\{\x03\x83\x83\xb2\x0b\xb6\xbb\xbb\xb1\xd4\xc1\xae\x17\xeb\x800\xae\x90\xcb$ a9\xae\xcc\xd2\x83A\xfb.S[*\x80\x9a\x0b\x98e\x01\x08\xfb\x9d\xdd\x0b\x01\x0c\x9b\xacK\xf0Y\x02\xc6\x9d\xa7%0\x18\x84T\xb6\xaa $v\times a3\times d9\#\\xe1\times e0\\xd0\times x03\times e0\\xc2\times d6\\xd7\times f1\times e0\\xd6\times xd7\times f1\times e0\\xd7\times e0\\xd7$ \x7f\x07\x91\xe8\xceT\xf8\xab\x85\xbf*\xfb\xa3A\x83\x81\x00\xb3\x80\xfb\x03;\x94&\xba\x96A\xbf\x19\xa3 \xe1\xa4^S\xbd%\xd6c# $+ \\ \\ + \\ \\ \times 6b \\ xff \\ xs3 \\ xb6U \\ xb0 \\ x10 \\ xp \\ p \\ p \\ g \\ xa0 \\ \\ xef \\ xd1 \\ xc5 \\ xef \\ xef \\ xed \\ xf9Q \\ _m \\ xbd \\ xf1 \\ xa15 \\ xcePR/B \\ x10 \\ x0e \\ xac \\ xcf \\ xd1 \\ xef \\ xd1 \\ xef \\ xe$ $9\x00]\xeb\xd7\xbd\xbd4\x04(x\x0d)\x06\xac\x1e\xfd\xa7{!8zd\xd8i\x1f\xe2}\x12\x03DP\xfc\x7fI5J9\xd3\x0e1\x91T\xc3\xe6\x0b\x0b\xd1)$

```
In [ ]: 1 import numpy as np
In [ ]: 1 import matplotlib.pyplot as plt
2 %matplotlib inline
In [ ]: 1 len(voice_bytes)
Out[30]: 24956
```

```
In [ ]:
          1 np.frombuffer(voice_bytes,dtype=np.int16)
Out[28]: array([ 17690, -23585, 17055, ..., 25736, 1075, 14092], dtype=int16)
          1 len(np.frombuffer(voice_bytes,dtype=np.int16))
In [ ]:
Out[36]: 12478
In [ ]:
           1 plt.plot(np.frombuffer(voice_bytes,dtype=np.int16))
           2 plt.show()
            30000
            20000
            10000
                0
           -10000
           -20000
           -30000
                     0
                             2000
                                      4000
                                               6000
                                                         8000
                                                                  10000
                                                                           12000
In [ ]:
           1 import wave
 In [ ]:
           1 obj = wave.open('rec.wav','wb')
 In [ ]:
           1 framerate = len(np.frombuffer(voice_bytes,dtype=np.int16))/3
 In [ ]:
          1 obj.setsampwidth(2)
             obj.setnchannels(1)
           3 obj.setnframes(len(np.frombuffer(voice_bytes,dtype=np.int16)))
           4 obj.setframerate(framerate)
           1 obj.writeframes(voice_bytes)
 In [ ]:
 In [ ]:
          1 obj.close()
 In [ ]:
          1 !pip install ffmpeg-python
         Looking in indexes: https://pypi.org/simple, (https://pypi.org/simple,) https://us-python.pkg.dev/colab-wheels/public/simple/
         (https://us-python.pkg.dev/colab-wheels/public/simple/)
         Collecting ffmpeg-python
           Downloading ffmpeg_python-0.2.0-py3-none-any.whl (25 kB)
         Requirement already satisfied: future in /usr/local/lib/python3.10/dist-packages (from ffmpeg-python) (0.18.3)
         Installing collected packages: ffmpeg-python
         Successfully installed ffmpeg-python-0.2.0
```

```
In [ ]:
          1 from IPython.display import HTML, Audio
          2 from google.colab.output import eval_js
          3 from base64 import b64decode
          4 import numpy as np
             from scipy.io.wavfile import read as wav_read
             import io
             import ffmpeg
          8
          9 AUDIO_HTML = """
         10 <script>
         11 | var my_div = document.createElement("DIV");
         12 | var my_p = document.createElement("P");
         13 | var my_btn = document.createElement("BUTTON");
         14 var t = document.createTextNode("Press to start recording");
         15
         16 my btn.appendChild(t);
         17 //my_p.appendChild(my_btn);
         18 my_div.appendChild(my_btn);
         19 document.body.appendChild(my_div);
         20
         21 var base64data = 0:
         22 var reader:
         23 var recorder, gumStream;
         24 var recordButton = my_btn;
         25
         26 | var handleSuccess = function(stream) {
         27
               gumStream = stream;
         28
               var options = {
         29
                 //bitsPerSecond: 8000, //chrome seems to ignore, always 48k
                 mimeType : 'audio/webm;codecs=opus'
         30
                 //mimeType : 'audio/webm;codecs=pcm'
         31
         32
         33
               //recorder = new MediaRecorder(stream, options);
         34
               recorder = new MediaRecorder(stream);
               recorder.ondataavailable = function(e) {
         35
         36
                 var url = URL.createObjectURL(e.data);
         37
                 var preview = document.createElement('audio');
         38
                 preview.controls = true;
         39
                 preview.src = url;
         40
                 document.body.appendChild(preview);
         41
         42
                 reader = new FileReader();
         43
                 reader.readAsDataURL(e.data);
         44
                 reader.onloadend = function() {
         45
                   base64data = reader.result;
         46
                   //console.log("Inside FileReader:" + base64data);
         47
         48
               };
         49
               recorder.start();
         50
         52
             recordButton.innerText = "Recording... press to stop";
         53
         54
             navigator.mediaDevices.getUserMedia({audio: true}).then(handleSuccess);
         55
         56
         57
             function toggleRecording() {
               if (recorder && recorder.state == "recording") {
         58
         59
                   recorder.stop();
         60
                   gumStream.getAudioTracks()[0].stop();
         61
                   recordButton.innerText = "Saving the recording... pls wait!"
         62
               }
            }
         63
         64
             // https://stackoverflow.com/a/951057
         65
         66 function sleep(ms) {
              return new Promise(resolve => setTimeout(resolve, ms));
         67
         68 }
         69
         70 var data = new Promise(resolve=>{
         71 //recordButton.addEventListener("click", toggleRecording);
             recordButton.onclick = ()=>{
         72
         73 toggleRecording()
         75 | sleep(2000).then(() => {
         76
               // wait 2000ms for the data to be available...
               // ideally this should use something like await...
//console.log("Inside data:" + base64data)
         77
         78
               resolve(base64data.toString())
         79
         80
             });
         81
         82
         83
         84
             });
         85
         86 </script>
```

```
87
          88
          89 def get_audio():
               display(HTML(AUDIO_HTML))
          90
          91
                data = eval_js("data")
               binary = b64decode(data.split(',')[1])
          92
          93
                process = (ffmpeg
          95
                  .input('pipe:0')
                  .output('pipe:1', format='wav')
          96
          97
                  .run_async(pipe_stdin=True, pipe_stdout=True, pipe_stderr=True, quiet=True, overwrite_output=True)
          98
          99
                output, err = process.communicate(input=binary)
         100
         101
                riff_chunk_size = len(output) - 8
         102
                # Break up the chunk size into four bytes, held in b.
         103
                q = riff_chunk_size
                b = []
         104
         105
                for i in range(4):
         106
                    q, r = divmod(q, 256)
         107
                    b.append(r)
         108
                # Replace bytes 4:8 in proc.stdout with the actual size of the RIFF chunk.
         109
         110
                riff = output[:4] + bytes(b) + output[8:]
         111
         112
                sr, audio = wav_read(io.BytesIO(riff))
         113
         114
                return audio, sr
In [ ]:
          1 audio, sr = get_audio()
          1 audio
In [ ]:
Out[44]: array([0, 0, 0, ..., 0, 2, 1], dtype=int16)
In [ ]:
           1 plt.plot(audio)
           2 plt.show()
            15000
            10000
             5000
                0
            -5000
          -10000
          -15000
           -20000
                            50000
                                    100000 150000 200000 250000 300000
In [ ]:
          1 sr
Out[45]: 48000
In [ ]:
          1
In [ ]:
          1 import wave
          1 obj = wave.open('rec.wav','wb')
 In [ ]:
          1 framerate = sr
In [ ]:
```

```
In [ ]: 1 obj.setsampwidth(2)
    obj.setnchannels(1)
    obj.setnframes(len(audio))
    4 obj.setframerate(framerate)
In [ ]: 1 obj.writeframes(audio.tobytes())
In [ ]: 1 obj.close()
```

MP3

```
1 !pip install pydub
 In [ ]:
         Looking in indexes: https://pypi.org/simple, (https://pypi.org/simple,) https://us-python.pkg.dev/colab-wheels/public/simple/
         (https://us-python.pkg.dev/colab-wheels/public/simple/)
         Collecting pydub
           Downloading pydub-0.25.1-py2.py3-none-any.whl (32 kB)
         Installing collected packages: pydub
         Successfully installed pydub-0.25.1
 In [ ]:
          1 from pydub import AudioSegment
          1 audio = AudioSegment.from_wav('rec.wav')
 In [ ]:
 In [ ]:
           1 audio = audio +6 #dB
           1 audio.fade_in(2000)
 In [ ]:
Out[73]:
                0:00 / 0:00
           1 audio.export('rec.mp3',format='mp3')
 In [ ]:
Out[74]: <_io.BufferedRandom name='rec.mp3'>
          1 audio2 = AudioSegment.from_mp3('rec.mp3')
 In [ ]:
 In [ ]:
           1 audio2
Out[76]:
               0:00 / 0:00
 In [ ]:
           1 len(audio2)
Out[78]: 6900
 In [ ]:
          1
```