AI1110 Software Assignment in LaTeX

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(a) Introduction

This project ultimately plays audio files from a playlist randomly using a python code. In this we use the ffmpeg for converting video files to audio, playsound library for audio playback, the os for importing the files, random for random selection of songs.

(b) Implementation

This entire project uses python and these are the steps followed

1) Extraction of audio: The program list of all the video files in a folder converted to audio files
The link for this is: .

2) File selection and Randomization: After providing path of folder containing files, the program lists of all the audio files and shuffles them randomly
The link for this is: .

Audio playback: The playsound library is used to load and play the audio files.This plays the songs in a sequence .

(c) Usage

To use this program these steps are to be followed:
1) Run the python program to extract the audio
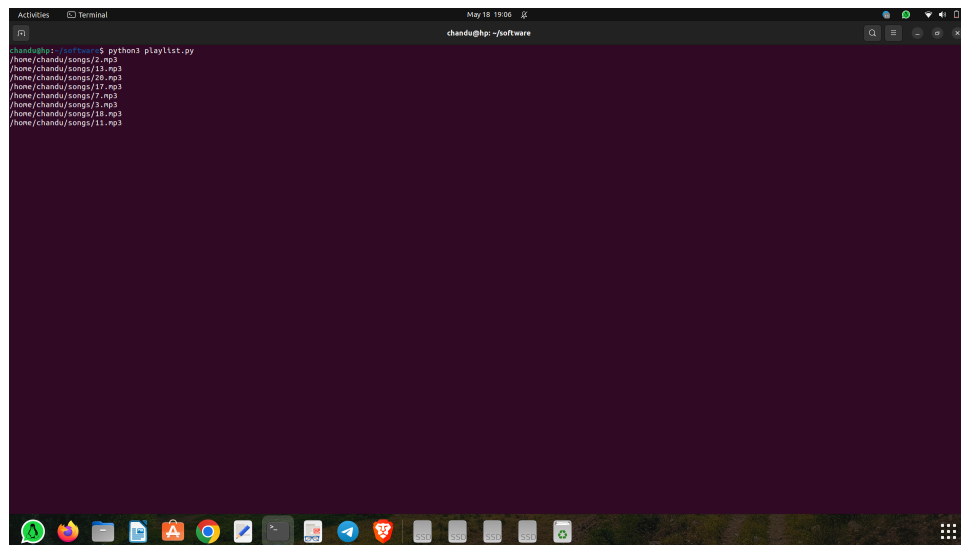2) Provide the path of folder containing audio files and Randomize these audio files
3) Play the songs after shuffling using python code

(d) Conclusion

The project succesfully acheives its main goal to create play randomly in a selected playlist with GUI functionally. this program makes users to enjoy the collection of the songs. This greatly relects the use of python in creating a enjoybale randomly played audio playlist experience

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Fig. 1. Block Diagram