Random Numbers Software Assignment

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1.Introduction:

This report includes the details of the python code written to create a playlist of 20 songs where songs are randomly played.This playlist has basic inputs like pause,resume and next.

2.Overview: 1.Import the necessary modules random for shuffling the the files and pygame for playing audio files. 2.A play-audio function is defined for loading and playing files using Pygame mixer. 3.Then a list file-names is defined that contains all the audio files randomly. 4.Pygame library is initialized using pygame.init(). 5.theb first file is played using play-audio function. 6.A variable is-paused is declared to track the current playback state. 7.Then an infinite loop is created on which the file index increases by one every time loop reapeats and continously kepps playing audio. 8.Prompt for inputs like pause,resume and next is given to user. 9.Pause and resume are executed by pygame.mixer.music.pause() and pygame.mixer.music.unpause() functions respectively.

3.Images:

```
keerthana@keerthana-HP-Pavilion-x360-Convertible-14-dh2xxx:~$ python3 b.py
pygame 2.4.0 (SDL 2.26.4, Python 3.10.6)
Hello from the pygame community. https://www.pygame.org/contribute.html
Now playing: 18.mp3
Enter 'p' to pause, 'r' to resume, or 'n' to skip to the next audio and q to exit playlist: n
Now playing: 9.mp3
Enter 'p' to pause, 'r' to resume, or 'n' to skip to the next audio and q to exit playlist: p
Audio paused
Enter 'p' to pause, 'r' to resume, or 'n' to skip to the next audio and q to exit playlist: r
Audio resumed
Enter 'p' to pause, 'r' to resume, or 'n' to skip to the next audio and q to exit playlist: q
keerthana@keerthana-HP-Pavilion-x360-Convertible-14-dh2xxx:~$
```

4.Conclusion: This code is a basic demonstration of random number generation and its application in the form of a playlist.Hence applications of Random numbers can be extended to real life applications like playlist.