

Playing Random Playlist Report

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1 Introduction

In this report, we will discuss the implementation of a program that plays a random playlist using the VLC media player. The program utilizes the ‘os’, ‘vlc’, ‘numpy’, and ‘curses’ modules to load audio tracks, shuffle them randomly, and provide key-based control for playback.

2 Code Description

The script performs the following steps:

1. It loads all the audio tracks in the specified playlist directory.
2. The audio tracks are shuffled randomly using the NumPy library.
3. A VLC media player instance is created.
4. The script initializes the curses module for text-based user interface.
5. Each audio track is played in the shuffled order.
6. The script waits for the track to finish playing or for user input.
7. The user can press ‘q’ to stop playback, ‘n’ to play the next song randomly, ‘p’ to pause the song, or ‘b’ to play the previous song randomly.
8. After all tracks have been played, the player is released and the curses module is cleaned up.

3 Usage

To use the script, follow these steps:

1. Ensure you have the necessary Python libraries installed (vlc, numpy, curses).

2. Set the correct path to your playlist directory in the `playlist_directory` variable.
3. Execute the script.



Figure 1: This is how my console looks while compiling the code