

```
In [ ]: import pygame
pygame.mixer.init()
def play_music(file_path):
    pygame.mixer.music.load(file_path)
    pygame.mixer.music.play()
def stop_music():
    pygame.mixer.music.stop()
while True:
    print("Options:")
    print("Enter 'play' to play a music file")
    print("Enter 'stop' to stop the music")
    print("Enter 'quit' to exit the program")
    user_input = input(" ")
    if user_input == "quit":
        break
    elif user_input == "play":
        file_path = input("Enter the path to the music file: ")
        try:
            play_music(file_path)
            print(f"Playing: {file_path}")
        except pygame.error:
            print("Error: Unable to play the music file.")
    elif user_input == "stop":
        stop_music()
        print("Music stopped.")
    else:
        print("Invalid input")
```