Day 9 – python Training

we officially began working on our mini project. The project we selected is a **Python-based Music Player with GUI**.

Objective of the Project:

To create a simple and user-friendly music player using Python that allows users to play, pause, and navigate through audio files from a selected folder.

Installing Required Libraries:
We used pip to install external modules such as pygame for audio playback and tkinter for creating the graphical interface.

Directory Handling:
We implemented folder browsing so users can select a directory containing audio files to play within the app.

Basic GUI Design:
Using tkinter, we designed the initial layout of the music player window. This included buttons like Play, Pause, Next, and Stop, along with a display for the song title.

Loading and Playing Songs:
We wrote the initial logic to load MP3 files from a folder and play them using pygame's mixer module.