7. **Abstraction - Media Class**

   Create an abstract class called Media that represents a media item. The Media class should have the following abstract methods:

   Abstract Methods:

   - **play():** an abstract method that plays the media item.
   - **pause():** an abstract method that pauses the media item.
   - **stop():** an abstract method that stops the media item.

   Extra Features:

   - Add a **duration** attribute (int) representing the duration of the media item in seconds.
   - Implement a method **get_duration_in_minutes()** to calculate and return the duration of the media item in minutes.

Movie and Music Classes

Create Movie and Music classes that inherit from the Media class. The Movie class should have an additional property called duration, which represents the duration of the movie in minutes. The Music class should have an additional property called artist, which represents the artist of the music.

Additional Methods:

- **play()**: Override the play() method from the Media class to display a message specific to the Movie or Music being played.
- **pause()**: Override the pause() method from the Media class to display a message specific to the Movie or Music being paused.
- **stop()**: Override the stop() method from the Media class to display a message specific to the Movie or Music being stopped.

Extra Features for Music:

- Implement a method **skip**(seconds: int) in the Music class that allows the user to skip forward or backward in the music track by the given number of seconds.
- Add a **lyrics** attribute (string) representing the lyrics of the music.

Extra Features for Movie Class:

- Add a **director** attribute (string) representing the director of the movie.
- Add a **genre** attribute (string) representing the genre of the movie.
- Implement a method **get_info()** in the Movie class to display detailed information about the movie, including title, director, genre, and duration.