**Music Player graphical user interface with Python**

**Music Player allows you to play all** [**music files**](https://imhmdi.com/%da%a9%d8%a7%d8%b1-%d8%a8%d8%a7-file-%d8%af%d8%b1-%d9%be%d8%a7%db%8c%d8%aa%d9%88%d9%86/)**Manage yourself quickly and easily and listen to them. In this free Python project, we will introduce you to how to create Music Player GUI .**

**Music Player GUI with Python ?**

**The first step is to choose a GUI framework in Python. Here I use two main GUI libraries to create a Music Player with Python :**

* **Pygame**
* **Tkinter**

**Pygame is a Python library used to make video games. To create a Music Player with Python, we will use the sound component in this library .**

**Tkinter It is a library for creating GUI applications . Here we don't need to use all its functions. Just have to use the method askdirectory () and other methods that you will see in the following code .**

**Then we create functions such as play , stop , pause and resume to control the Music Player . To create these commands, we create some functions and from Tkinter We use it to create buttons in the user interface .**

**Now we are going to implement all the above steps in the following section to create our Music Player as a free Python project .**

**Music Player GUI coded in Python?**

**import pygame**

**import tkinter as tkr**

**from tkinter \_ filedialog import askdirectory**

**import os**

**music\_player = Tkr . Tk ()**

**music\_player . title ( "My Music Player" )**

**music\_player . geometry ( "450x350" )**

**directory = askDirectory ()**

**os . chdir ( directory )**

**song\_list = os . listdir ()**

**play\_list = Tkr . Listbox ( music\_player , font ="Helvetica 12 bold" , bg = 'yellow' , selectmode = tkr . SINGLE \_**

**for item in song\_list :**

**pos = 0**

**play\_list . insert ( pos , item )**

**pos += 1**

**pygame . init ()**

**pygame . Mixer . init ()**

**def play():**

**pygame . Mixer . music . load ( play\_list . get ( tkr . ACTIVE ))**

**var . set ( play\_list . get ( tkr . ACTIVE ))**

**pygame . Mixer . music . play ()**

**def stop():**

**pygame . Mixer . music . stop ()**

**def pause():**

**pygame . Mixer . music . pause ()**

**def unpause ():**

**pygame . Mixer . music . unpause ()**

**Button1 = Tkr . Button ( music\_player , width = 5 , height = 3 , font = "Helvetica 12 bold" , text = "PLAY" , command = play , bg = "blue" , fg = "white" )**

**Button2 = Tkr . Button ( music\_player , width = 5 , height = 3 , font = "Helvetica 12 bold" , text = "STOP" , command = stop , bg = "red" , fg = "white" )**

**Button3 = Tkr . Button ( music\_player , width = 5 , height = 3 , font = "Helvetica 12 bold" , text = "PAUSE" , command = pause , bg = "purple" , fg = "white" )**

**Button4 = Tkr . Button ( music\_player , width = 5 , height = 3 , font = "Helvetica 12 bold" , text = "UNPAUSE" , command = unpause , bg = "orange" , fg = "white" )**

**var = Tkr . StringVar ()**

**song\_title = Tkr . Label ( music\_player , font ="Helvetica 12 bold" , textvariable = var )**

**song\_title . package ()**

**Button1 . pack ( fill ="x" )**

**Button2 . pack ( fill ="x" )**

**Button3 . pack ( fill ="x" )**

**Button4 . pack ( fill ="x" )**

**play\_list . pack ( fill = "both" , expand = "yes" )**

**music\_player . mainloop ()**

**Copy**

**Now you have your Music Player and you can listen to your favorite songs using it. In my opinion, creating programs like Music Player or other programs that are used in daily life can help you to learn new Python frameworks and improve in programming .**

**This is one of the best ways to improve your programming skills in building things or automating processes that will give you more confidence in your programming skills and is very helpful in enhancing your portfolio .**

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