import pygame  
import tkinter as tkr  
from tkinter.filedialog import askdirectory  
import os  
  
  
musicplayer =tkr.Tk()  
musicplayer.title("Music Player")  
musicplayer.geometry("")  
directroy=askdirectory()  
os.chdir(directroy)  
songlist=os.listdir()  
playlist=tkr.Listbox(musicplayer,font="Helvetica 12 bold",bg="yellow",selectmode=tkr.SINGLE)  
  
  
for item in songlist:  
 pos=0  
 playlist.insert(pos,item)  
 pos=pos+1  
  
 pygame.init()  
 pygame.mixer.init()  
  
def play():  
 pygame.mixer.music.load(playlist.get(tkr.ACTIVE))  
 var.set(playlist.get(tkr.ACTIVE))  
 pygame.mixer.music.play()  
  
def ExitMusicPlayer():  
 pygame.mixer.music.stop()  
  
def pause():  
 pygame.mixer.music.pause()  
  
def unpause():  
 pygame.mixer.music.unpause()  
  
  
  
def up():  
 pygame.mixer.music.up()  
  
def down():  
 pygame.mixer.music.down()  
  
  
  
Button1=tkr.Button(musicplayer,width=5,height=3,font="Helvetica 12 bold",text="PLAY",command=play,bg="red",fg="white")  
Button2=tkr.Button(musicplayer,width=5,height=3,font="Helvetica 12 bold",text="STOP",command=ExitMusicPlayer,bg="purple",fg="white")  
Button3=tkr.Button(musicplayer,width=5,height=3,font="Helvetica 12 bold",text="PAUSE",command=pause,bg="green",fg="white")  
Button4=tkr.Button(musicplayer,width=5,height=3,font="Helvetica 12 bold",text="UNPAUSE",command=unpause,bg="blue",fg="white")  
Button5=tkr.Button(musicplayer,width=5,height=3,font="Helvetica 12 bold",text="UP",command=up,bg="blue",fg="white")  
Button6=tkr.Button(musicplayer,width=5,height=3,font="Helvetica 12 bold",text="DOWN",command=down,bg="blue",fg="white")  
  
  
  
  
var=tkr.StringVar()  
songlist=tkr.Label(musicplayer,font="Helvetica 20 bold",textvariable=var)  
  
songlist.pack()  
Button1.pack(fill="x")  
Button2.pack(fill="x")  
Button3.pack(fill="x")  
Button4.pack(fill="x")  
Button5.pack(fill="x")  
Button6.pack(fill="x")  
  
playlist.pack(fill="both",expand="yes")  
  
musicplayer.mainloop()