Music Player using Python

AIM:-

To create a music player using Python.

ABSTRACT:-

A music player is a software application that allows users to play audio files on their devices. In this article, we will explore how to create a music player using Python programming language and several modules like tkinter, datetime, pygame, mutagen, os, threading, and time.

The first module we will use is Tkinter, which is a standard Python library for creating graphical user interfaces (GUI). We will use it to create the basic interface for our music player, including buttons for playing, pausing, and stopping the music, as well as a list of songs.

Next, we will use the datetime module to display the current time and date on the music player interface. This will help users keep track of time while enjoying their music.

The pygame module is a set of Python modules designed for writing video games. We will use it to play the audio files in our music player, including MP3, WAV, and other audio file formats.

The mutagen module is a Python library for handling audio metadata. We will use it to extract information like the artist, title, and album from the audio files and display them on the music player interface.

The os module is a standard Python library for interacting with the operating system. We will use it to navigate the file system and load audio files into our music player.

The threading and time modules are used to ensure smooth playback of audio files. Threading allows us to run multiple tasks at the same time, while time is used to control the timing of the audio playback.

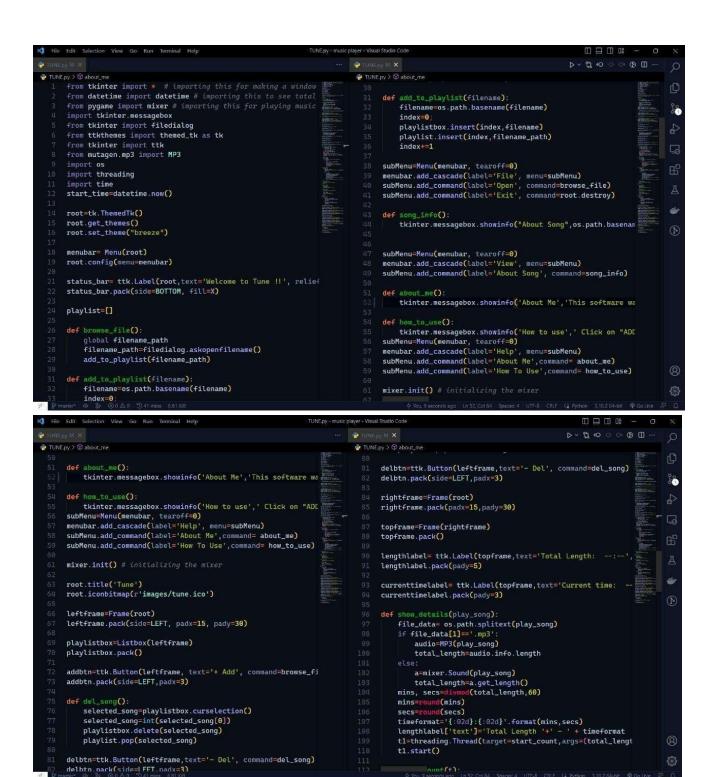
By combining these modules, we can create a powerful and customizable music player using Python. Users can load their favorite audio files, view metadata information, and enjoy smooth, uninterrupted playback.

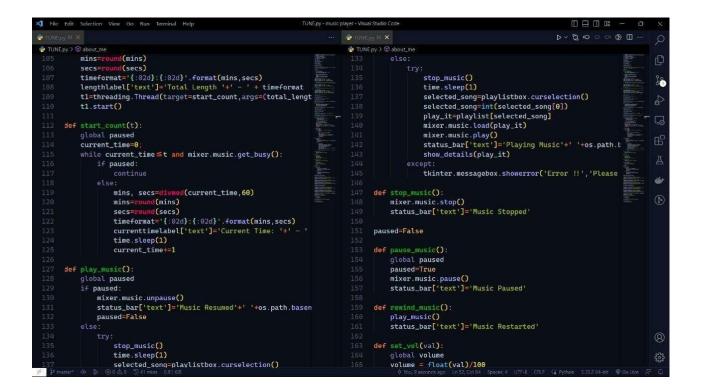
REQUIREMENTS:-

Visual Studio Code with Python modules Tkinter Module Date time Module Pygame Module Mutagen Module OS Module Threading Module Time Module

PROCEDURE:-

- 1. Import the necessary modules including tkinter, datetime, pygame.mixer, tkinter.messagebox, filedialog, ttkthemes, ttk, mutagen.mp3, and os.
- 2. Create an instance of the themed_tk class of the ttkthemes module and configure the theme.
- 3. Create a menu bar with 'File', 'View', and 'Help' cascading menus using the menu widget from tkinter.
- 4. Define functions for browsing and adding files to the playlist, deleting songs from the playlist, showing the song information, and displaying the 'About Me' and 'How to Use' messages.
- 5. Initialize the pygame mixer for playing the music.
- 6. Create a left frame to display the playlist and buttons to add and delete songs.
- 7. Create a right frame to display the song length, current time, and buttons to play, pause, stop, and rewind the song.
- 8. Define a function to show the details of the song and start the countdown timer.
- 9. Define a function to play the music selected from the playlist, stop the current music, and display the details of the song.
- 10. Define a function to stop the current music and display the 'Music Stopped' message.
- 11. Define a function to pause the current music and display the 'Music Paused' message.
- 12. Create global variables for paused and filename path.
- 13. Create labels to display the length of the song and the current time.
- 14. Create buttons to play, pause, stop, and rewind the song.
- 15. Pack all the widgets and frames.
- 16. Run the mainloop of the themed_tk instance.





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           play_music()
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           status_bar['text']='Music Restarted'
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                                                                                             stop_photo= PhotoImage(file='images/stop_btn.png')
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stopBtn.grid(row=0, column=1, padx=7)
          global volume
           volume = float(val)/100
          mixer.music.set_volume(volume)
                                                                                            pause_photo= PhotoImage(file='images/pause_btn.png')
      muted=False
                                                                                            pauseBtn=ttk.Button(middleframe, image=pause_photo, command=
pauseBtn.grid(row=0, column=2, padx=7)
      def mute_music():
          global muted if muted:
                                                                                            bottomframe= Frame(rightframe)
                                                                                            bottomframe.pack(padx=10,pady=15)
               mixer.music.set_volume(0.07)
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      pause_photo= PhotoImage(file='images/pause_btn.png')
pauseBtn=ttk.Button(middleframe, image=pause_photo, command=pause_music)
pauseBtn.grid(row=0, column=2, padx=7)
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      bottomframe= Frame(rightframe)
      bottomframe.pack(padx=10.padv=15)
      rewind_photo= PhotoImage(file='images/rewind_btn.png')
      rewindBtn=ttk.Button(bottomframe, image=rewind_photo, command=rewind_music)
rewindBtn.grid(row=0, column=0, padx=13, pady=5)
      mute_photo= PhotoImage(file='images/mute_btn.png')
       volume_photo= PhotoImage(file='images/volume_btn.png')
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      volumeBtn=ttk.Button(bottomframe, image=volume_photo, command=mute_music)
volumeBtn.grid(row=0, column=1, padx=13, pady=5)
      scale=ttk.Scale(bottomframe, from_=0,to=100, orient=HORIZONTAL, command= set_vol)
      scale.set(7)
      mixer.music.set volume(.07)
      scale.grid(row=0, column=2,pady=15)
          stop_music()
           root.destroy()
       root.protocol("WM_DELETE_WINDOW",on_closing)
      root.mainloop()
       end_time=datetime.now()
       print (end_time-start_time)
```

Main Code:-

```
from tkinter import * # importing this for making a window
from datetime import datetime # importing this to see total program running time
from pygame import mixer # importing this for playing music and controlling them
import tkinter.messagebox
from tkinter import filedialog
from ttkthemes import themed tk as tk
from tkinter import ttk
from mutagen.mp3 import MP3
import os
import threading
import time
start time=datetime.now()
root=tk.ThemedTk()
root.get themes()
root.set theme("breeze")
menubar=
                                    Menu(root)
root.config(menu=menubar)
status bar=ttk.Label(root,text='Welcome to Tune !!', relief=SUNKEN, anchor=W, font='ComicSansMS
11')
status bar.pack(side=BOTTOM, fill=X)
playlist=[]
def browse file():
  global filename path
  filename path=filedialog.askopenfilename()
  add to playlist(filename path)
def add to playlist(filename):
  filename=os.path.basename(filename)
  index=0:
  playlistbox.insert(index,filename)
  playlist.insert(index,filename path)
  index += 1
subMenu=Menu(menubar, tearoff=0)
menubar.add cascade(label='File', menu=subMenu)
subMenu.add command(label='Open', command=browse file)
subMenu.add command(label='Exit', command=root.destroy)
def song info():
  tkinter.messagebox.showinfo("About Song",os.path.basename(filename_path))
subMenu=Menu(menubar, tearoff=0)
menubar.add cascade(label='View', menu=subMenu)
subMenu.add command(label='About Song', command=song info)
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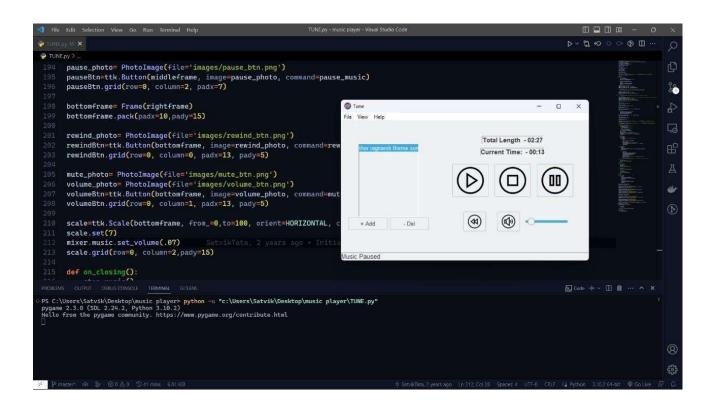
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def about me():
  tkinter.messagebox.showinfo('About Me','This software was created by Heli Asher.')
def how to use():
  tkinter.messagebox.showinfo('How to use',' Click on "ADD" -- to add the song\n Select the Song\n Click
on "Play Button" -- to play the song\n Click on "Pause Button" -- to pause the song\n Click on "Stop
Button" -- to stop the song\n Click on "Revind Button" -- to revind the song\n Click on "DEL" -- to delete
the song\n')
subMenu=Menu(menubar, tearoff=0)
menubar.add cascade(label='Help', menu=subMenu)
subMenu.add command(label='About Me',command= about me)
subMenu.add command(label='How To Use',command= how to use)
mixer.init() # initializing the mixer
root.title('Tune')
root.iconbitmap(r'images/tune.ico')
leftframe=Frame(root)
leftframe.pack(side=LEFT, padx=15, pady=30)
playlistbox=Listbox(leftframe)
playlistbox.pack()
addbtn=ttk.Button(leftframe, text='+ Add', command=browse file)
addbtn.pack(side=LEFT,padx=3)
def del song():
  selected song=playlistbox.curselection()
  selected song=int(selected song[0])
  playlistbox.delete(selected song)
  playlist.pop(selected song)
delbtn=ttk.Button(leftframe,text='- Del', command=del song)
delbtn.pack(side=LEFT,padx=3)
rightframe=Frame(root)
rightframe.pack(padx=15,pady=30)
topframe=Frame(rightframe)
topframe.pack()
lengthlabel=ttk.Label(topframe,text='Total Length -----', relief=GROOVE, font='ComicSansMS 11 bold')
lengthlabel.pack(pady=5)
currenttimelabel= ttk.Label(topframe,text='Current time -----', relief=GROOVE, font='ComicSansMS 11
bold')
currenttimelabel.pack(pady=3)
def show details(play song):
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file data= os.path.splitext(play song)
  if file data[1]=='.mp3':
    audio=MP3(play song)
    total length=audio.info.length
  else:
    a=mixer.Sound(play song)
    total length=a.get length()
  mins, secs=divmod(total length,60)
  mins=round(mins)
  secs=round(secs)
  timeformat='\{:02d\}:\{:02d\}'.format(mins,secs)
  lengthlabel['text']='Total Length '+' - ' + timeformat
  t1=threading.Thread(target=start count,args=(total length,))
  t1.start()
def start count(t):
  global paused
  current time=0;
  while current time<=t and mixer.music.get busy():
    if paused:
       continue
    else:
       mins, secs=divmod(current time,60)
       mins=round(mins)
       secs=round(secs)
       timeformat='\{:02d\}:\{:02d\}'.format(mins,secs)
       currenttimelabel['text']='Current Time: '+' - ' + timeformat
       time.sleep(1)
       current time+=1
def play music():
  global paused
  if paused:
    mixer.music.unpause()
    status bar['text']='Music Resumed'+' '+os.path.basename(filename_path)
    paused=False
  else:
    try:
       stop music()
       time.sleep(1)
       selected song=playlistbox.curselection()
       selected song=int(selected song[0])
       play it=playlist[selected song]
       mixer.music.load(play it)
       mixer.music.play()
       status bar['text']='Playing Music'+' '+os.path.basename(play it)
       show details(play it)
    except:
       tkinter.messagebox.showerror('Error !!','Please select a music file first !!')
def stop music():
```

```
mixer.music.stop()
  status bar['text']='Music Stopped'
paused=False
def pause music():
  global paused
  paused=True
  mixer.music.pause()
  status bar['text']='Music Paused'
def rewind music():
  play music()
  status bar['text']='Music Restarted'
def set vol(val):
  global volume
  volume = float(val)/100
  mixer.music.set volume(volume)
muted=False
def mute music():
  global muted
  if muted:
    mixer.music.set volume(0.07)
    volumeBtn.configure(image=volume photo)
    scale.set(7)
    muted=False
  else:
    mixer.music.set volume(0)
    volumeBtn.configure(image=mute photo)
    scale.set(0)
    muted=True
middleframe= Frame(rightframe)
middleframe.pack(padx=15, pady=15)
play photo= PhotoImage(file='images/play btn.png')
playBtn=ttk.Button(middleframe, image=play photo, command= play music)
playBtn.grid(row=0, column=0, padx=7)
stop photo= PhotoImage(file='images/stop btn.png')
stopBtn=ttk.Button(middleframe, image=stop photo, command=stop music)
stopBtn.grid(row=0, column=1, padx=7)
pause photo= PhotoImage(file='images/pause btn.png')
pauseBtn=ttk.Button(middleframe, image=pause photo, command=pause music)
pauseBtn.grid(row=0, column=2, padx=7)
bottomframe=Frame(rightframe)
```

```
bottomframe.pack(padx=10,pady=15)
rewind photo= PhotoImage(file='images/rewind btn.png')
rewindBtn=ttk.Button(bottomframe, image=rewind photo, command=rewind music)
rewindBtn.grid(row=0, column=0, padx=13, pady=5)
mute photo= PhotoImage(file='images/mute btn.png')
volume photo= PhotoImage(file='images/volume btn.png')
volumeBtn=ttk.Button(bottomframe, image=volume photo, command=mute music)
volumeBtn.grid(row=0, column=1, padx=13, pady=5)
scale=ttk.Scale(bottomframe, from =0,to=100, orient=HORIZONTAL, command= set vol)
scale.set(7)
mixer.music.set volume(.07)
scale.grid(row=0, column=2,pady=15)
def on closing():
  stop music()
  root.destroy()
root.protocol("WM DELETE WINDOW",on closing)
root.mainloop()
end time=datetime.now()
print (end time-start time)
```

OUTPUT:



RESULT:-

Therefore we successfully created a music player from python.

CONCLUSION:-

In conclusion, the "Tune" music player program is a simple but functional program that allows users to create a playlist of their favorite music files and play, pause, stop, rewind, and delete songs from the playlist. The program uses the Tkinter library to create a graphical user interface (GUI) that is easy to navigate, and the Pygame library for playing and controlling music.

The program also provides additional features like showing song details, such as the total length and current time, and the ability to open a file dialog box to browse and add new music files to the playlist. The program is designed with an intuitive interface that makes it easy to use for users of all levels of experience.

Overall, the "Tune" music player is a great example of a Python program that uses various libraries to create a fully functional music player application that provides users with a high-quality user experience.