import pygame

import tkinter

from tkinter.filedialog import askdirectory

import os

player = tkinter.Tk()

player.title("Music Player")

player.geometry("310x325")

var = tkinter.StringVar()

var.set("Select the song to play")

os.chdir(askdirectory())

songlist = os.listdir()

playing = tkinter.Listbox(player,font="Helvetica 12 bold",width=28,bg="black",fg="white",selectmode=tkinter.SINGLE)

for item in songlist:

playing.insert(0,item)

pygame.init()

pygame.mixer.init()

def play():

pygame.mixer.music.load(playing.get(tkinter.ACTIVE))

name = playing.get(tkinter.ACTIVE)

var.set(f"{name[:16]}..." if len(name)>18 else name)

pygame.mixer.music.play()

def pause():

pygame.mixer.music.pause()

def resume():

pygame.mixer.music.unpause()

text = tkinter.Label(player,font="Helvetica",textvariable=var).grid(row=0,columnspan=3)

playing.grid(columnspan=3)

playB = tkinter.Button(player,width=7,height=1,font="Helvetica",text="Play",command=play,bg="lightgreen").grid(row=2,column=0)

pauseB = tkinter.Button(player, width=7, height=1, font="Helvetica", text="Pause", command=pause, bg="lightblue", fg="black").grid(row=2,column=1)

resumeB = tkinter.Button(player, width=9, height=1, font="Helvetica", text="Resume", command=resume, bg="lightpink", fg="black").grid(row=2,column=2)

player.mainloop()