

```
import os

import pygame

from tkinter import *

from tkinter.filedialog import askdirectory

from mutagen.id3 import ID3


root = Tk()
root.minsize(500,500)


listofsongs = []
realnames = []


v = StringVar()
songlabel = Label(root,textvariable = v,width = 35)


index = 0


def directorychooser():

    directory = askdirectory()
    os.chdir(directory)

    for files in os.listdir(directory):
        if files.endswith(".mp3"):

            realdir = os.path.realpath(files)
            audio = ID3(realdir)
            realnames.append(audio['TIT2'].text[0])

    listofsongs.append(files)
```

```
pygame.mixer.init()
pygame.mixer.music.load(listofsongs[0])
pygame.mixer.music.play()
```

```
directorychooser()
```

```
def updatelabel():
    global index
    global songname
    v.set(realnames[index])
    #return songname
```

```
def nextsong(event):
    global index
    index += 1
    pygame.mixer.music.load(listofsongs[index])
    pygame.mixer.music.play()
    updatelabel()
```

```
def prevsong(event):
    global index
    index -= 1
    pygame.mixer.music.load(listofsongs[index])
    pygame.mixer.music.play()
    updatelabel()
```

```
def unpausesong(event):
```

```
pygame.mixer.music.unpause()
#pausebutton.config(text="pause song")
v.set("Song unpaused")
#return songname
```

```
def pausesong(event):
    pygame.mixer.music.pause()
    v.set("Song Paused")
    #pausebutton.config(text="unpause song")
    #return songname
```

```
def stopsong(event):
    pygame.mixer.music.stop()
    v.set("stop song")
    #return songname
```

```
label = Label(root,text='Music Player')
label.pack()
```

```
listbox = Listbox(root)
listbox.pack()
```

```
#listofsongs.reverse()
realnames.reverse()
```

```
for items in realnames:
    listbox.insert(0,items)
```

```
realnames.reverse()
#listofsongs.reverse()
```

```
nextbutton = Button(root,text = 'Next Song')
```

```
nextbutton.pack()
```

```
previousbutton = Button(root,text = 'Previous Song')
```

```
previousbutton.pack()
```

```
pausebutton = Button(root, text= 'Pause Song')
```

```
pausebutton.pack()
```

```
unpausebutton = Button(root, text= 'Play')
```

```
unpausebutton.pack()
```

```
stopbutton = Button(root,text='Stop Music')
```

```
stopbutton.pack()
```

```
nextbutton.bind("<Button-1>",nextsong)
```

```
previousbutton.bind("<Button-1>",prevsong)
```

```
pausebutton.bind("<Button-1>",pausesong)
```

```
unpausebutton.bind("<Button-1>",unpausesong)
```

```
stopbutton.bind("<Button-1>",stopsong)
```

```
songlabel.pack()
```

```
root.mainloop()
```