import pygame

import tkinter as tk

from tkinter import Button, filedialog as fd

pygame.mixer.init()

def play\_music():

filename = fd.askopenfilename(initialdir="C:\\Users\\lakshmmi chaitanya\\Music", title="Select Music File", filetypes=(("MP3 Files", "\*.mp3"),))

pygame.mixer.music.load(filename)

pygame.mixer.music.play()

def pause\_music():

pygame.mixer.music.pause()

def unpause\_music():

pygame.mixer.music.unpause()

def stop\_music():

pygame.mixer.music.stop()

def next\_song():

pass

def previous\_song():

pass

root = tk.Tk()

root.title("Music Player")

root.geometry("400x600")

root.configure(bg="#98FB98")

button\_frame = tk.Frame(root, bg="#98FB98")

button\_frame.pack(pady=20)

play\_button = Button(button\_frame, text="▶ Play", command=play\_music, bg="#1DB954", fg="white", font=("Arial", 16))

play\_button.pack(pady=10)

pause\_button = Button(button\_frame, text="⏸ Pause", command=pause\_music, bg="#1DB954", fg="white", font=("Arial", 16))

pause\_button.pack(pady=10)

unpause\_button = Button(button\_frame, text="▶ Unpause", command=unpause\_music, bg="#1DB954", fg="white", font=("Arial", 16))

unpause\_button.pack(pady=10)

stop\_button = Button(button\_frame, text="⏹ Stop", command=stop\_music, bg="#1DB954", fg="white", font=("Arial", 16))

stop\_button.pack(pady=10)

next\_button = Button(button\_frame, text="▶▶ Next", command=next\_song, bg="#1DB954", fg="white", font=("Arial", 16))

next\_button.pack(pady=10)

previous\_button = Button(button\_frame, text="◀◀ Previous", command=previous\_song, bg="#1DB954", fg="white", font=("Arial", 16))

previous\_button.pack(pady=10)

root.mainloop()