

PYTHON PROJECT

SYNOPSIS

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CSE-L

TITLE : MUSIC PLAYER(MP3)

AIM: : To create a simple mp3 player in which we can play ,pause and stop the song in our local library by using gui applications to represent in virtual music player.

LIBRARIES USED:

- Tkinter
- Tkinter file dialogue

FRAME WORK: Pygame

CONCEPTS USED: Oops

CODE:

```
from tkinter import *          #import tkinter to create gui applications
from tkinter import filedialog #To get and helps to open the files from system
from pygame import mixer       #To designs the sound libraries in graphics

#creating a class
class MusicPlayer:

    # defining the parametrized constructor
    def __init__(self, window):
```

```

window.geometry('320x100'); #size of the window
window.title('groove music'); #title of music player
window.resizable(0, 0)

#load button

Load = Button(window, text='Load', width=10, font=('Times', 10),
command=self.load)

#play button

Play = Button(window, text='Play', width=10, font=('Times', 10),
command=self.play)

#pause button

Pause = Button(window, text='Pause', width=10, font=('Times', 10),
command=self.pause)

#stop button

Stop = Button(window, text='Stop', width=10, font=('Times', 10),
command=self.stop)

Load.place(x=0, y=20);
Play.place(x=110, y=20);
Pause.place(x=220, y=20);    #size and position of the buttons
Stop.place(x=110, y=60)

self.music_file = False
self.playing_state = False

#adding songs from files
def load(self):
    self.music_file = filedialog.askopenfilename()

#To play the song
def play(self):
    if self.music_file:

```

```
mixer.init()
mixer.music.load(self.music_file)
mixer.music.play()
```

#To pause the song

```
def pause(self):
    if not self.playing_state:
        mixer.music.pause()
        self.playing_state = True
    else:
        mixer.music.unpause()
        self.playing_state = False
```

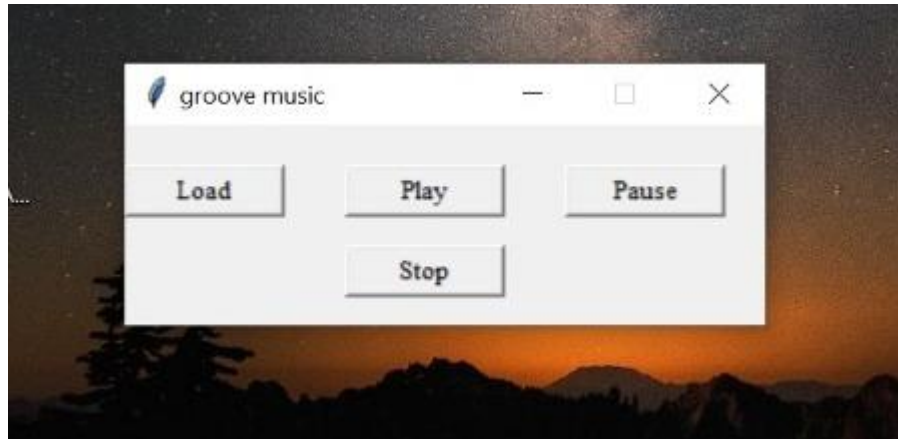
#To stop the song

```
def stop(self):
    mixer.music.stop()
```

#menu

```
root = Tk()
app = MusicPlayer(root)
root.mainloop()
```

OUTPUT:



CONCLUSION:

Through this python project we learned a lot of things about python and its libraries, the first one being the Tkinter library, a widely-used GUI library and various widgets that it offers, then the important mixer module of the pygame library which is used to manipulate the music.