

In [1]:

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# Hello this is simple music player ____Developed by Ritik Kumar tiwari____Using Python
# *****
*****
def unmutemusic():
    global currentvol
    root.UnmuteButton.grid_remove()
    root.MuteButton.grid()
    mixer.music.set_volume(currentvol)

def mutemusic():
    global currentvol
    root.MuteButton.grid_remove()
    root.UnmuteButton.grid()
    currentvol=mixer.music.get_volume()
    mixer.music.set_volume(0)

def resumemusic():
    root.ResumeButton.grid_remove()
    root.PauseButton.grid()
    mixer.music.unpause()
    AudioStatusLabel.configure(text='Resume...')

def volumeup():
    vol=mixer.music.get_volume()
    mixer.music.set_volume(vol+0.1)
    pass

def valumedown():
    vol = mixer.music.get_volume()
    mixer.music.set_volume(vol-0.1)
    pass

def stopmusic():
    mixer.music.stop()
    AudioStatusLabel.configure(text='Stopped...')

def pausmusic():
    mixer.music.pause()
    root.PauseButton.grid_remove()
    root.ResumeButton.grid()
    AudioStatusLabel.configure(text='Pause...')

def playmusic():
    ad= audiotrack.get()
    mixer.music.load(ad)
    mixer.music.play()
    AudioStatusLabel.configure(text='Playing...')

def musicurl():
    dd=filedialog.askopenfilename()
    audiotrack.set(dd)

def createwidthes():
    global AudioStatusLabel
    #####
    ##Labels
    Tracklabel=Label(root, text='Select Audio Track: ', background='lightskyblue', font
=('arial', 15, 'italic bold'))
    Tracklabel.grid(row=0, column=1, padx=20, pady=20)

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    AudioStatusLabel=Label(root,text='', background='lightskyblue',font=('arial', 15,
'italic bold'), width=20)
    AudioStatusLabel.grid(row=3, column=2)
#####
#enrty_box
    TracklabelEntry=Entry(root, font=('arial', 16, 'italic bold'),width=35, textvariabl
e=audiotrack)
    TracklabelEntry.grid(row=0, column=2, padx=20, pady=20)
#####
#####button
    BrowseButton=Button(root, text='search', bg='deeppink', font=('arial', 13, 'italic
bold'),width=20, bd=5,
                        activebackground='purple4', command=musicurl)
    BrowseButton.grid(row=0, column=3, padx=20, pady=20)

    PlayButton = Button(root, text='Play', bg='green2', font=('arial', 13, 'italic bol
d'), width=20, bd=5,
                        activebackground='purple4', command=playmusic)
    PlayButton.grid(row=1, column=1, padx=20, pady=20)

    root.PauseButton = Button(root, text='Pause', bg='blue', font=('arial', 13, 'italic
bold'), width=20, bd=5,
                        activebackground='purple4', command=pausemusic)
    root.PauseButton.grid(row=2, column=1, padx=20, pady=20)

    root.ResumeButton = Button(root, text='Resume', bg='blue', font=('arial', 13, 'ital
ic bold'), width=20, bd=5,
                        activebackground='purple4', command=resumemusic)
    root.ResumeButton.grid(row=2, column=1, padx=20, pady=20)
    root.ResumeButton.grid_remove()

    root.MuteButton=Button(root, text='Mute ',bg='lightpink', font=('arial', 13, 'itali
c bold'), width=10,bd=5,
                        command=mutemusic)
    root.MuteButton.grid(row=3, column=3)

    root.UnmuteButton=Button(root, text='Unmute ',bg='lightpink', font=('arial', 13, 'i
talic bold'), width=10,bd=5,
                        command=unmutemusic)
    root.UnmuteButton.grid(row=3, column=3)
    root.UnmuteButton.grid_remove()

    StopButton = Button(root, text='Stop', bg='red', font=('arial', 13, 'italic bold'),
width=20, bd=5,
                        activebackground='purple4', command=stopmusic)
    StopButton.grid(row=1, column=3, padx=20, pady=20)

    ValumeUpButton = Button(root, text='ValumeUp(+)', bg='yellow', font=('arial', 13,
'italic bold'), width=20, bd=5,
                        activebackground='purple4', command=valumeup)
    ValumeUpButton.grid(row=2, column=2, padx=20, pady=20)

    ValumeDownButton = Button(root, text='ValumeDown(-)', bg='orange', font=('arial', 1
3, 'italic bold'), width=20, bd=5,
                        activebackground='purple4', command= valumedown)
    ValumeDownButton.grid(row=2, column=3, padx=20, pady=20)
#####
#####progressbar
# ProgressbarLabel=Label(root,text='', bg='red')
# ProgressbarLabel.grid(row=1,column=4, rowspan=3,padx=30,pady=30)

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#
# Progressbarvolume=Progressbar(ProgressbarLabel, orient=VERTICAL, mode='determinat
e',
#
#                                     value=0, length=190)
# Progressbarvolume.grid(row=0, column=0, padx=5)
#
# ProgressbarVolumeLabel=Label(ProgressbarLabel,text='0%', bg='lightgray', width=3)
# ProgressbarVolumeLabel.grid(row=0,column=0)
#####
from tkinter import *
from tkinter import filedialog
from pygame import mixer
# from tkinter.ttk import Progressbar
root = Tk()

root.geometry('1100x500+200+50')
root.title('SIMPLE *MUSIC PLAYER*')
# root.iconbitmap('the_music_icon.png')
root.resizable(False, False)
root.configure(bg='lightskyblue')

#####
global_variable
audiotrack =StringVar()
currentvol=0
#####
Create_slide
ss="Developed By: Ritik Kumar Tiwari"
count=0
text=''
SliderLabel=Label(root,text=ss,bg='lightskyblue',font=('arial', 28, 'italic bold'))
SliderLabel.grid(row=4, column=1, padx=20, pady=20, columnspan=3)

def InroLabeltricks():
    global count,text
    if(count>=len(ss)):
        count=-1
        text=''
        SliderLabel.configure(text=text)
    else:
        text= text+ss[count]
        SliderLabel.configure(text=text)
    count+=1
    SliderLabel.after(200,InroLabeltricks)

InroLabeltricks()
mixer.init()
createwidththes()
root.mainloop()

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pygame 1.9.6

Hello from the pygame community. <https://www.pygame.org/contribute.html>

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