

```
Import os
```

```
Import tkinter as tk
```

```
From tkinter import messagebox
```

```
Music_dir = r"C:\Users\sheeb\Downloads\songs" # Use raw string or double backslashes
```

```
Songs = os.listdir(music_dir)
```

```
Def play_song(mood):
```

```
    Song_to_play = None
```

```
    If "broken" in mood:
```

```
        Song_to_play = songs[0]
```

```
    Elif "fresh" in mood:
```

```
        Song_to_play = songs[1]
```

```
    Elif "happy" in mood:
```

```
        Song_to_play = songs[2]
```

```
    Elif "hopeless" in mood:
```

```
        Song_to_play = songs[3]
```

```
    Elif "love" in mood:
```

```
        Song_to_play = songs[4]
```

```
    Elif "romantic" in mood:
```

```
        Song_to_play = songs[5]
```

```
    Else:
```

```
        MessageBox.showinfo("Song Selection", "No songs found for your mood.")
```

```
    Return
```

```
If song_to_play:
```

```
    Os.startfile(os.path.join(music_dir, song_to_play))
```

```
    MessageBox.showinfo("Song Playing", f"Playing: {song_to_play}")
```

```
Def on_submit():
```

```
    Mood = entry.get().lower()
```

```
    Play_song(mood)
```

```
# Create the main window
```

```
Root = tk.Tk()
```

```
Root.title("Mood-Based Music Player")
```

```
# Create the input field and button
```

```
Label = tk.Label(root, text="Hi buddy, how do you feel today?")
```

```
Label.pack(pady=10)
```

```
Entry = tk.Entry(root, width=50)
```

```
Entry.pack(pady=10)
```

```
Button = tk.Button(root, text="Play Song", command=on_submit)
```

```
Button.pack(pady=20)
```

```
# Run the application
```

```
Root.mainloop()
```