*# # Healthy Programmer***from** time **import** time  
*# watermp3 = 'water.mp3'  
# eyesmp3 = 'eyes.mp3'  
# physicalExercise = 'physical.mp3'***from** pygame **import** mixer  
**from** datetime **import** datetime  
  
**def** musiconloop(file,stopper):  
 mixer.init()  
 mixer.music.load(file)  
 mixer.music.play()  
 **while True**:  
 a = input()  
 **if** a == stopper:  
 **break  
  
def** log\_now(msg):  
 **with** open(**"Health\_logs.txt"**,**"a"**) **as** f:  
 f.write(**f"{**msg**} {**datetime.now()**}\n"**)  
  
  
**if** \_\_name\_\_ == **'\_\_main\_\_'**:  
 init\_water = time()  
 init\_eyes = time()  
 init\_exercise = time()  
 water\_sec = 43\*60  
 eye\_sec = 30\*60  
 exercise\_sec = 45\*60  
  
 **while True**:  
 **if** time() - init\_water > water\_sec:  
 print(**"Water Drinking Time, Drink and then Enter the Code 'Drank' to stop."**)  
 musiconloop(**"Field-water-dripping.mp3"**,**"Drank"**)  
 init\_water = time()  
 log\_now(**"Drank water at"**)  
  
  
 **if** time() - init\_eyes > eye\_sec:  
 print(**"Eyes Exercise Time, Complete and then Enter the Code 'DoneEyes' to stop."**)  
 musiconloop(**"Eyes.mp3"**,**"DoneEyes"**)  
 init\_eyes = time()  
 log\_now(**"Done Eyes Exercise at"**)  
  
 **if** time() - init\_exercise > exercise\_sec:  
 print(**"Exercise Time, Complete and then Enter the Code 'Ph\_Exercise' to stop."**)  
 musiconloop(**"PhExercise.mp3"**,**"Ph\_Exercise"**)  
 init\_exercise = time()  
 log\_now(**"Done Physical Exercise at"**)