EXP-9

**Create an Application to Send and Receive Multimedia Messages (Text, Image, Audio)**

# Aim:

To develop a basic chat-like application that allows:

* Sending and receiving text, images, and audio
* Using local file selection and simulated messaging UI

# Procedure:

1. Create a GUI using tkinter.
2. Enable sending:
   * Text via entry box
   * Images via file dialog and display
   * Audio via file selection and play
3. Use a scrollable chat window to simulate message exchange.
4. Optionally add threading for media playback.

# Code:

import tkinter as tk

from tkinter import filedialog, scrolledtext from PIL import Image, ImageTk

from playsound import playsound import threading

# Send text message def send\_text():

msg = text\_entry.get()

if msg:

chat\_box.insert(tk.END, f"You: {msg}\n") chat\_box.yview(tk.END) text\_entry.delete(0, tk.END)

# Send image message def send\_image():

path = filedialog.askopenfilename(filetypes=[("Image Files", "\*.jpg \*.png \*.jpeg")]) if path:

chat\_box.insert(tk.END, f"You sent an image: {path}\n")

# Open and resize image img = Image.open(path) img.thumbnail((100, 100))

img\_tk = ImageTk.PhotoImage(img)

# Display image in chat

image\_label = tk.Label(chat\_frame, image=img\_tk) image\_label.image = img\_tk # keep reference image\_label.pack()

chat\_box.yview(tk.END)

# Send audio message def send\_audio():

path = filedialog.askopenfilename(filetypes=[("Audio Files", "\*.mp3 \*.wav")]) if path:

chat\_box.insert(tk.END, f"You sent an audio message: {path}\n")

chat\_box.yview(tk.END) threading.Thread(target=lambda: playsound(path)).start()

# GUI Setup window = tk.Tk()

window.title("Multimedia Messaging App") window.geometry("450x500")

# Chat area

chat\_frame = tk.Frame(window)

chat\_box = scrolledtext.ScrolledText(chat\_frame, wrap=tk.WORD, width=50, height=20) chat\_box.pack()

chat\_frame.pack(pady=10)

# Text entry and buttons

text\_entry = tk.Entry(window, width=30) text\_entry.pack(side=tk.LEFT, padx=5)

btn\_text = tk.Button(window, text="Send Text", command=send\_text) btn\_image = tk.Button(window, text="Send Image", command=send\_image) btn\_audio = tk.Button(window, text="Send Audio", command=send\_audio)

btn\_text.pack(side=tk.LEFT, padx=2) btn\_image.pack(side=tk.LEFT, padx=2) btn\_audio.pack(side=tk.LEFT, padx=2)

window.mainloop()

# Output:

****

**Result:**

A multimedia messaging interface was successfully created with options to send text, image, and audio content. The application simulated messaging behavior in a local environment.