```python
from tkinter import filedialog
from tkinter import *
import pygame
import os

root = Tk()
root.title('Music Player')
root.geometry("500x300")

pygame.mixer.init()

menubar = Menu(root)
root.config(menu=menubar)

songs = []
current_song = ""
paused = False

def load_music():
    global current_song
    root.directory = filedialog.askdirectory()

    for song in os.listdir(root.directory):
        name, ext = os.path.splitext(song)
        if ext == '.mp3':
            songs.append(song)

    for song in songs:
        songlist.insert("end", song)

    songlist.selection_set(0)
    current_song = songs[songlist.curselection()[0]]

def play_music():
    global current_song, paused

    if not paused:
        pygame.mixer.music.load(os.path.join(root.directory, current_song))
        pygame.mixer.music.play()
    else:
        pygame.mixer.music.unpause()
        paused = False

def pause_music():
    global pause
    pygame.mixer.music.pause()
    paused = True

def next_music():
    global current_song, paused
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```python
        try:
            songlist.selection_clear(0, END)
            songlist.selection_set(songs.index(current_song) + 1)
            current_song = songs[songlist.curselection()[0]]
            play_music()
        except:
            pass

def prev_music():
    global current_song, paused

    try:
        songlist.selection_clear(0, END)
        songlist.selection_set(songs.index(current_song) - 1)
        current_song = songs[songlist.curselection()[0]]
        play_music()
    except:
        pass


organise_menu = Menu(menubar, tearoff=False)
organise_menu.add_command(label='Select Folder',command=load_music)
menubar.add_cascade(label='organise',menu=organise_menu)

songlist = Listbox(root, bg="black", fg="white", width=100, height=15)
songlist.pack()

play_btn_image =
PhotoImage(file='C:\\Users\\adhar\\OneDrive\\Documents\\pythonmusicplayer\\play.png
.png')
pause_btn_image =
PhotoImage(file='C:\\Users\\adhar\\OneDrive\\Documents\\pythonmusicplayer\\pause.pn
g.png')
next_btn_image =
PhotoImage(file='C:\\Users\\adhar\\OneDrive\\Documents\\pythonmusicplayer\\next.png
.png')
prev_btn_image =
PhotoImage(file='C:\\Users\\adhar\\OneDrive\\Documents\\pythonmusicplayer\\previous
.png.png')

control_frame = Frame(root)
control_frame.pack()

play_btn = Button(control_frame, image=play_btn_image, borderwidth=0,
command=play_music)
pause_btn = Button(control_frame, image=pause_btn_image, borderwidth=0,
command=pause_music)
next_btn = Button(control_frame, image=next_btn_image, borderwidth=0,
command=next_music)
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prev_btn = Button(control_frame, image=prev_btn_image, borderwidth=0,
command=prev_music)

play_btn.grid(row=0, column=1, padx=7, pady=10)
pause_btn.grid(row=0, column=2, padx=7, pady=10)
next_btn.grid(row=0, column=3, padx=7, pady=10)
prev_btn.grid(row=0, column=0 , padx=7, pady=10)

root.mainloop()
```