*import* os

*import* pygame

*from* tkinter *import* \*

*from* tkinter.filedialog *import* askdirectory

*from* mutagen.id3 *import* ID3

root = Tk()

root.minsize(300,300)

listofsongs = []

realnames = []

v = StringVar()

songlabel = Label(root,*textvariable* = v,*width* = 35)

index = 0

def directorychooser():

    directory = askdirectory()

    os.chdir(directory)

*for* files *in* os.listdir(directory):

*if* files.endswith(".mp3"):

            realdir = os.path.realpath(files)

            audio = ID3(realdir)

            realnames.append(audio['TIT2'].text[0])

            listofsongs.append(files)

    pygame.mixer.init()

    pygame.mixer.music.load(listofsongs[0])

    pygame.mixer.music.play()

directorychooser()

def updatelabel():

    global index

    global songname

    v.set(realnames[index])

*#return songname*

def nextsong(*event*):

    global index

    index += 1

    pygame.mixer.music.load(listofsongs[index])

    pygame.mixer.music.play()

    updatelabel()

def prevsong(*event*):

    global index

    index -= 1

    pygame.mixer.music.load(listofsongs[index])

    pygame.mixer.music.play()

    updatelabel()

def unpausesong(*event*):

    pygame.mixer.music.unpause()

*#pausebutton.config(text="pause song")*

    v.set("Song unpasued")

*#return songname*

def pausesong(*event*):

    pygame.mixer.music.pause()

    v.set("Song Paused")

*#pausebutton.config(text="unpasue song")*

*#return songname*

def stopsong(*event*):

    pygame.mixer.music.stop()

    v.set("")

*#return songname*

label = Label(root,*text*='Music Player')

label.pack()

listbox = Listbox(root)

listbox.pack()

*#listofsongs.reverse()*

realnames.reverse()

*for* items *in* realnames:

    listbox.insert(0,items)

realnames.reverse()

*#listofsongs.reverse()*

nextbutton = Button(root,*text* = 'Next Song')

nextbutton.pack()

previousbutton = Button(root,*text* = 'Previous Song')

previousbutton.pack()

pausebutton = Button(root, *text*= 'Pause Song')

pausebutton.pack()

unpausebutton = Button(root, *text*= 'Unpause Song')

unpausebutton.pack()

stopbutton = Button(root,*text*='Stop Music')

stopbutton.pack()

nextbutton.bind("<Button-1>",nextsong)

previousbutton.bind("<Button-1>",prevsong)

pausebutton.bind("<Button-1>",pausesong)

unpausebutton.bind("<Button-1>",unpausesong)

stopbutton.bind("<Button-1>",stopsong)

songlabel.pack()

root.mainloop()