**Playing sound with Python**

Play sound on Python is easy. There are several modules that can play a sound file (.wav). These solutions are cross platform (Windows, Mac, Linux). You need to import different modules depending with the sound extension which you want to play. You can type the following command from where your python is installed:

*pip install playsound*

The main difference is in the ease of use and supported file formats. All of them should work with Python 3. The audio file should be in the same directory as your python program, unless you specify a path.

Let’s us try a few exercises.

**Playsound**

[Playsound](https://pypi.org/project/playsound/) is a [“pure Python, cross platform, single function module with no dependencies for playing sounds.”](https://pypi.org/project/playsound/) Make sure that your sound file is in the same directory as your program unless if you are going to specify the path yourself. With this module, you can play a sound file with a single line of code:

**from** playsound **import** playsound  
playsound(**'elchombo.mp3'**)

The [documentation](https://pypi.org/project/playsound/) of playsound states that it has been tested on WAV and MP3 files, but it may work for other file formats as well.

**Simpleaudio**

As usual install the simpleaudio package. [Simpleaudio](https://simpleaudio.readthedocs.io/en/latest/) is a cross-platform library for playback of (mono and stereo) WAV files with no dependencies. Use the code sample below to play a wav file and wait till it finishes playing before terminating the script.

**import** simpleaudio **as** sa  
  
filename = **'video.mp4'** *#file name assuming by default its in your folder*wave\_obj = sa.WaveObject.from\_wave\_file(filename)  
play\_obj = wave\_obj.play()  
play\_obj.wait\_done() *# Wait until sound has finished playing*

Challenge

Create a tkinter GUI and add one button which allows the user to play a specific audio when clicked. Add a title to the window. Also add a function called playmusic which is invoked when the Click to play button is clicked.