

Background music

A. What I do

I implemented a background music playback function. When you open the software, it can automatically play, and provide a menu of music control, can pause and continue to play music.

B. Multiple third-party libraries

- 1 **Name:** pygame-1.9.3
- 2 **Installation method:** pip install pygame

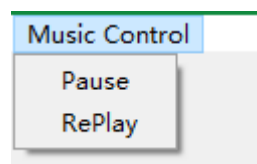
C. How to implementation function

1. Method

- a) **pygame.init()** Initialization operation
- b) **pygame.mixer.music.load('xx.mp3')** Use file name as a parameter to load music
- c) **pygame.mixer.music.play()** Play music loaded
- d) **pygame.mixer.music.pause()** Pause play
- e) **pygame.mixer.music.unpause()** Replay

2. Where to call the methods

- a) Perform initialization in class **InfoPanel** and play automatically
- b) Add two menus(Pause, RePlay) menubar



- c) Define two functions (**pause_music**, **replay_music**) in this class
- d) Bind the music operation event to the button on the menu