# Background music

## What I do

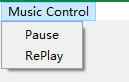
I implemented a background music playback function. When you open the software, it can automatically play, and provide a menu of music control, can pause and continue to play music.

## Multiple third–party libraries

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

## How to implementation function

1. **Method**
   1. **pygame.init()**  Initialization operation
   2. **pygame.mixer.music.load('xx.mp3')**  Use file name as a parameter to load music
   3. **pygame.mixer.music.play()**  Play music loaded
   4. **pygame.mixer.music.pause()** Pause play
   5. **pygame.mixer.music.unpause()**  Replay
2. **Where to call the methods**
   1. Perform initialization in class **InfoPanel** and play automatically
   2. Add two menus(Pause, RePlay) menubar



* 1. Define two functions (**pause\_music,** **replay\_music** ) in this class
  2. Bind the music operation event to the button on the menu