You are going to make a program similar to Spotify.

These are the features you should implement:

1. Add a song to the playlist
2. Remove a song from the playlist
3. Swap orders of 2 songs in the playlist.
4. Re order a song in the playlist. (so if there is a song that will be played first, you can re order it to be played third).
5. Allow the user to play the playlist. While the playlist is running, user should be able to:
   a. Pause/unpause
   b. Increase volume
   c. Decrease volume
   d. Go to the next song
   e. Go to the previous song

There are 2 libraries that were used in this project.

1. **Pygame:** The module called **mixer** was used to load a song, set volume, pause, and play music.
2. **Tkinter:** The module called **filedialog** was used to browse a song downloaded from the computer.

The code to upload a song downloaded from the computer is given. But, it is your job to figure out how to use the mixer module to play music.

HINT: Create a playlist class with a songs array where each element is of type Song (a class that has instance variables => name of the song, file path of the song)