

Countdown Timer With Playsound

Description

The Countdown Timer with Playsound is a Python-based desktop application that allows users to set, pause, and reset a timer. Once the timer finishes, it plays a specified audio file to notify the user. This project utilizes the Tkinter library for the graphical user interface (GUI) and the playsound library for playing audio files.

Features

- **Set Timer:** Users can set the timer by selecting hours, minutes, and seconds.
- **Pause Timer:** Users can pause the timer at any point.
- **Resume Timer:** Users can resume the paused timer.
- **Cancel Timer:** Users can cancel the timer, which will close the application.
- **Audio Notification:** Plays a specified audio file when the timer reaches zero.

Prerequisites

Before you begin, ensure you have met the following requirements:

- Python 3.x installed on your machine.
- Install the necessary libraries using pip:

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```
pip install playsound==1.2.2
```

```
pip install tkinter
```

Usage

1. Run the Python script to start the application:
2. Set the desired time using the dropdown menus for hours, minutes, and seconds.
3. Click the 'Set' button to configure the timer.
4. Use the 'Start' button to begin the countdown.
5. Pause the timer using the 'Pause' button if needed.
6. Cancel the timer by clicking the 'Cancel' button to exit the application.
7. When the timer reaches zero, the specified audio file will play.

Code Overview

- **countdown_timer.py:** The main script containing the Countdown Timer class and the GUI implementation using Tkinter.

Key Components

- **Tkinter GUI:** Provides a user-friendly interface for setting and controlling the timer.
- **Threading:** Ensures the timer runs in the background without freezing the GUI.
- **Multiprocessing:** Plays the audio file in a separate process to avoid blocking the main application.