import os  
import pygame  
from tkinter import filedialog, Tk, Button, Label  
  
class MusicPlayer:  
 def \_\_init\_\_(self, master):  
 self.master = master  
 self.master.title("Python Music Player")  
 self.master.geometry("400x150")  
  
 pygame.init()  
 pygame.mixer.init()  
  
 self.playlist = []  
 self.current\_index = 0  
  
 self.create\_widgets()  
  
 def create\_widgets(self):  
 self.label = Label(self.master, text="Music Player", font=("Helvetica", 16))  
 self.label.pack(pady=10)  
  
 self.browse\_button = Button(self.master, text="Add Song", command=self.add\_song)  
 self.browse\_button.pack(pady=20)  
  
 self.play\_button = Button(self.master, text="Play", command=self.play\_music)  
 self.play\_button.pack(pady=10)  
  
 self.stop\_button = Button(self.master, text="Stop", command=self.stop\_music)  
 self.stop\_button.pack(pady=10)  
  
 def add\_song(self):  
 song = filedialog.askopenfilename(title="Choose A Song", filetypes=(("mp3 files", "\*.mp3"),))  
 if song:  
 self.playlist.append(song)  
 self.label.config(text=f"Playlist: {os.path.basename(song)} added")  
  
 def play\_music(self):  
 if self.playlist:  
 pygame.mixer.music.load(self.playlist[self.current\_index])  
 pygame.mixer.music.play()  
  
 def stop\_music(self):  
 pygame.mixer.music.stop()  
  
if \_\_name\_\_ == "\_\_main\_\_":  
 root = Tk()  
 music\_player = MusicPlayer(root)  
 root.mainloop()