

## E:\music.py

```
1  pip install pygame
2  import pygame
3  import os
4
5  # Initialize Pygame
6  pygame.init()
7
8  # Function to load and play music
9  def play_music(music_file):
10     pygame.mixer.music.load(music_file)
11     pygame.mixer.music.play()
12
13 # Function to stop music playback
14 def stop_music():
15     pygame.mixer.music.stop()
16
17 # Function to pause music playback
18 def pause_music():
19     pygame.mixer.music.pause()
20
21 # Function to unpause music playback
22 def unpause_music():
23     pygame.mixer.music.unpause()
24
25 # Function to resume music playback
26 def resume_music():
27     if pygame.mixer.music.get_busy():
28         pygame.mixer.music.unpause()
29
30 # Function to list all music files in a directory
31 def list_music_files(directory):
32     music_files = []
33     for file in os.listdir(directory):
34         if file.endswith(".mp3"):
35             music_files.append(file)
36     return music_files
37
38 # Main program loop
39 if __name__ == "__main__":
40     # Set up the screen
41     screen = pygame.display.set_mode((300, 200))
42     pygame.display.set_caption('Music Player')
43
44     # Load music directory
45     music_directory = "path_to_your_music_folder"
46     music_files = list_music_files(music_directory)
47
48     # Index to track current song
```

```
49     current_song_index = 0
50
51     # Initialize pygame mixer for music playback
52     pygame.mixer.init()
53
54     running = True
55     while running:
56         for event in pygame.event.get():
57             if event.type == pygame.QUIT:
58                 running = False
59             elif event.type == pygame.KEYDOWN:
60                 if event.key == pygame.K_SPACE:
61                     if pygame.mixer.music.get_busy():
62                         pause_music()
63                     else:
64                         resume_music()
65                 elif event.key == pygame.K_n:
66                     stop_music()
67                     current_song_index = (current_song_index + 1) % len(music_files)
68                     play_music(os.path.join(music_directory, music_files[current_song_index]))
69
70             # Display text on the screen
71             screen.fill((255, 255, 255))
72             font = pygame.font.SysFont(None, 36)
73             text = font.render(f'Playing: {music_files[current_song_index]}', True, (0, 0, 0))
74             screen.blit(text, (20, 50))
75             pygame.display.flip()
76
77     # Quit pygame and clean up
78     pygame.mixer.quit()
79     pygame.quit()
80
```