Open-Ended
I assume add background music in the application.
So I found the code.

```
import pygame

import time

pygame.init()

pygame.mixer.music.load("test.wav")

pygame.mixer.music.play()

time.sleep(10)
```

it needs to import pygame.
And using mixer.music to realize loading and playing.

however, the function does not work in my application, because I cannot install pygame
successfully. ☹