import pygame

class MusicPlayer:

def \_\_init\_\_(self):

pygame.mixer.init()

def load\_music(self, file\_path):

try:

pygame.mixer.music.load(file\_path)

print("Music loaded successfully.")

except pygame.error as e:

print(f"Error loading music: {e}")

def play(self):

try:

pygame.mixer.music.play()

print("Music is playing...")

except pygame.error as e:

print(f"Error playing music: {e}")

def stop(self):

pygame.mixer.music.stop()

print("Music stopped.")

def quit(self):

pygame.mixer.quit()

print("Mixer quit.")

if \_\_name\_\_ == "\_\_main\_\_":

music\_file\_path = "C:/Users/DELL/Downloads/Music/[iSongs.info] 01 - Jai Shri Ram.mp3"

player = MusicPlayer()

player.load\_music(music\_file\_path)

player.play()

input("Press Enter to stop the music...")

player.stop()

player.quit()