**EXP 07:Create a Multimedia Application that Integrates Images, Sound, and Video in a Simple User Interface**

**NAME: Srinivasan s  
ROLL NO: 231701054**

**CODE:**

**import tkinter as tk**

**from PIL import Image, ImageTk**

**from playsound import playsound**

**import cv2**

**import threading**

**def playaudio():**

**playsound('sample\_audio.mp3')**

**def playvideo():**

**cap = cv2.VideoCapture('sample\_video.mp4')**

**while True:**

**ret, frame = cap.read()**

**if not ret:**

**break**

**cv2.imshow("Video", frame)**

**if cv2.waitKey(20) & 0xFF == ord('q'):**

**break**

**cap.release()**

**cv2.destroyAllWindows()**

**def showimg():**

**img = Image.open('sample\_image.jpg')**

**img = img.resize((300,300))**

**img2 = ImageTk.PhotoImage(img)**

**lbl.config(image=img2)**

**lbl.image = img2**

**win = tk.Tk()**

**win.title("My Multimedia App")**

**lbl = tk.Label(win)**

**lbl.pack()**

**b1 = tk.Button(win, text="Show Image", command=showimg)**

**b2 = tk.Button(win, text="Play Audio", command=lambda: threading.Thread(target=playaudio).start())**

**b3 = tk.Button(win, text="Play Video", command=lambda: threading.Thread(target=playvideo).start())**

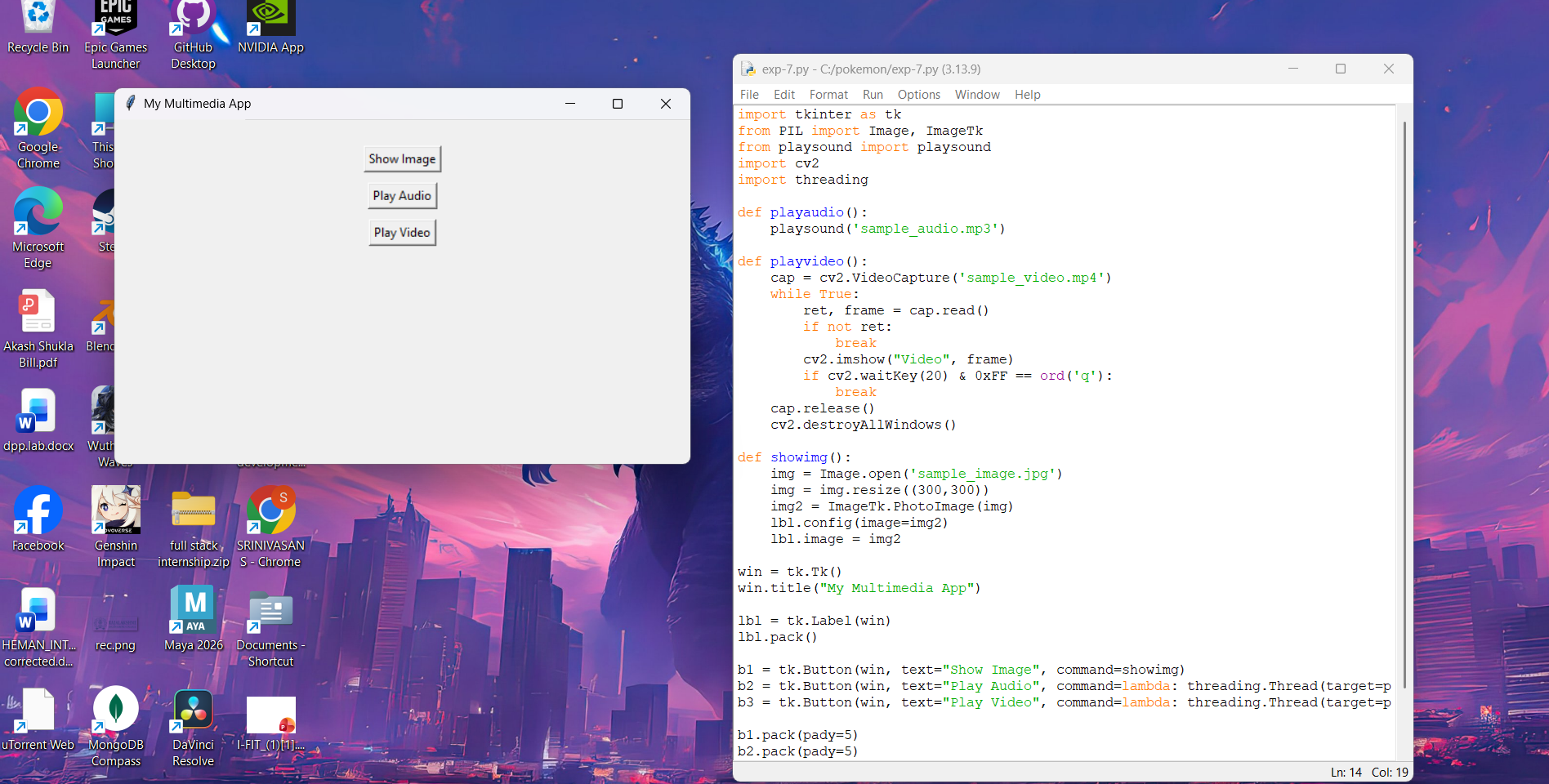
**b1.pack(pady=5)**

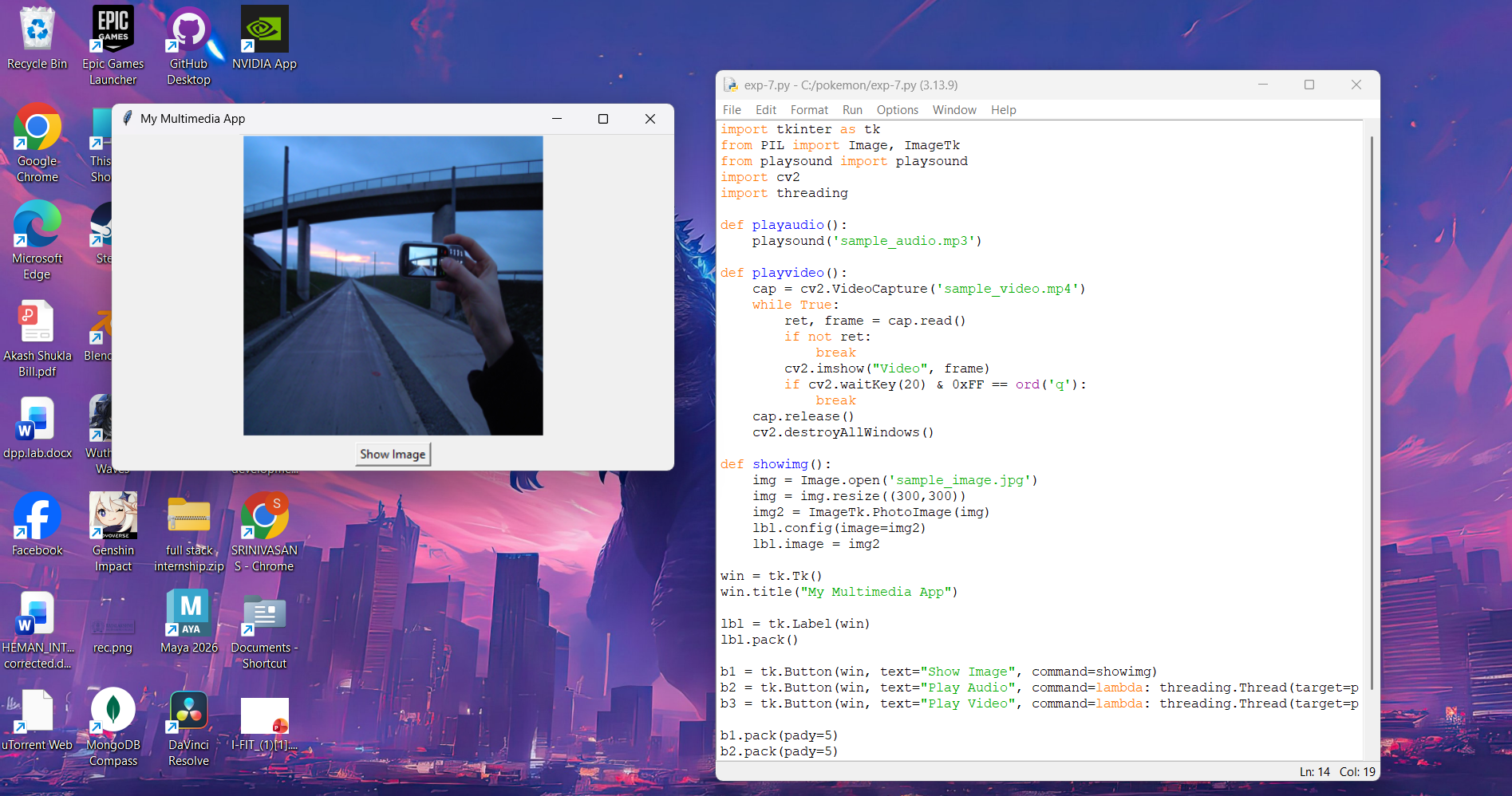
**b2.pack(pady=5)**

**b3.pack(pady=5)**

**win.mainloop()**

**OUTPUT:**

****

****