

Programming Exercise 15.3

MP3 Shuffler, v.2.0

Purpose. Learn to use “collections”.

This improves the MP3 player’s shuffle feature to make sure that a recently played song is not selected again so soon after it was last played.

Requirements. Write a new version of Exercise 13.3’s `Mp3Shuffler1.java`, named `Mp3Shuffler2.java`. Use a collection to remember the last 5 songs played. If the program selects a song that was played in the last 5, choose again. Keep choosing until a song that has *not* been played in the last 5 is found and “played”.

Use an `ArrayList` collection to store the last 5 played songs. Use `.add(aSong)` to add the last-played song (for example, `aSong`) to the list, and if the list size is then greater than 5, use `.remove(0)` to retrieve and remove the oldest song from the list.

This requires a validation loop after an index for the next song is randomly generated. Exit the validation loop only if the song is not in the `ArrayList`.

Program I/O. Input: user enters Y to “play” a song, or N to exit. Output: a song title console screen, in response to every Y from the user.

Example. Your program’s console I/O should look something like this, with user input in blue:

```
play a song [Y/N]?: y
Hey Jude
```

```
play a song [Y/N]?: y
Imagine
```

```
play a song [Y/N]?: y
Johnny B. Goode
```

```
play a song [Y/N]?: y
Respect
```

```
play a song [Y/N]?: y
Good Vibrations
```

```
play a song [Y/N]?: y
Smells Like Teen Spirit
```

```
play a song [Y/N]?: y
Hey Jude
```

```
play a song [Y/N]?: n
```