

Programming Exercise 13.3

MP3 Shuffler, v.1.0

Purpose. The purpose is for you to demonstrate that you have mastered arrays, array-based lists, and searching.

Requirements. Write a program named `Mp3Shuffler1.java`, to read all song titles from a text file, and randomly select and output titles in a loop until the user wishes to stop. Here are some detailed specifications:

1. The song titles are to be stored in an input *text file* named `songs.txt`, one name per line.
2. Allow *up to 200* song titles. Stop reading the file after the end-of-file is reached, or the 200th song title is added and the list reaches its capacity.

In a loop, prompt the user to “play a song [Y/N]?”. If the reply is N (or n), exit the loop and let the program end. If the reply is Y (or y), randomly choose a number for the index of the song title in the list to play. Print the song title, and repeat to the top of the loop.

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  
Johnny B. Goode
```

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