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| **Skill 31.2 Exercise 1** |
| 1. Declare an ArrayList of String elements called *songs* which represents the songs a user downloads from a music site. |
| 1. Write code that will add two songs to the list |
| 1. Write code that will add a song to index 1 of the list. |
| 1. Write code that will change the song at index 0 to a different song. |
| 1. Write code that will remove the song at index 0. |
| 1. Indicate what is printed,   System.out.println(song.get(1)); |
| 1. Indicate what is printed,   String mySong = song.get(0);  System.out.println(mySong); |

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| **Skill 31.3 Exercise 1** |
| (a) Declare an ArrayList of int objects called iObjects |
| (b) Add three elements to the list iObject |
| (c) Declare a new int called iPrimitive and assign its value to the Integer object at index 2 of iObjects. |

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| **Skill 31.4 Exercise 1** |
| The ArrayList songs contains a playlist of songs. The static method updateSongs accepts an ArrayList of downloadedSongs, if the song is already in the songs ArrayList nothing happens, however, if a song appears in the downloadedSongs list that does *not* appear in the current songs ArrayList, it is added to the end of the list.  For example, if song has the following songs,   |  |  |  | | --- | --- | --- | | Hey Jude | Happier | High Hopes |   And downloadSongs has the following songs,   |  |  |  | | --- | --- | --- | | Wow | Happier | High Hopes |   The songs array after updateSongs is called will look as follows,   |  |  |  |  | | --- | --- | --- | --- | | Hey Jude | Happier | High Hopes | Wow | |
| (a) Write the method updateSongs which accepts the dowloadedSongs ArrayList and updates the songs ArrayList with new songs. |