**Analysis Questions:**

1. In general, how could you revise the program to play the songs randomly?

Instead of asking for the program’s user to enter 1, 2, or 3, a random integer ranging from 1 to 3 could be assigned as the variable currently used as the scanner, which would effectively play a random song.

1. What question(s) of your own did you answer while writing this program?

I did not know how to get the .wav file from my mp3s, but after some quick searching I found a converter tool. This was the reason my program originally did not work.

1. What unanswered question(s) do you have after writing this program?

Since it is possible to easily display music, can I do the same with videos with music? (.mp4 files).

**PMR:**

* The main point of this assignment was to create a simple jukebox which played a selection of three songs that the user picks.
* This assignment relates to a real-life situation since many modern music streaming platforms like Spotify, Apple Music / iTunes, and YouTube music use similar algorithms which is to save the songs on a server (in this case our local drive) and then play the songs based on the user’s request.
* I have grown as a programmer as I am now able to play any song file I have through java, including on the user’s request.
* The biggest problem I encountered was errors that I was not sure how to fix, such as out-of-bounds-exceptions, but finding small errors in my code that the syntax error finder in BlueJ did not find solved these problems.
* One thing I would do differently in the future is I would try to get the .wav files on their own, and maybe touch up the simple UI a little bit more (maybe with 2DGraphics?)
* This assignment could be extended by adding additional songs, or a randomizer/shuffle feature to the jukebox.