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**Song**

* Uses the Friend function that will allow us to use the insertion operator to output directly into the class of objects.
* Uses the Friend function that will allow us to use the insertion operator to output directly into the class of objects.
* Uses the Friend function that will allow us to use the extraction operator to input directly into the class of objects.
* Uses the friend function that will allow us to use the extraction operator to input directly into the class of objects.
* Uses the Friend bool function that will allow us to use the equality operator to compare two songs for equality. The function returns true if lhs is equal to rhs, otherwise it will return false.
* Set Function sets the song that will be played.

**Playlist**

* Uses the Friend function that will allow us to use the insertion operator to output directly into the class of objects.
* Uses the Friend function that will allow us to use the insertion operator to output directly into the class of objects.
* Uses the Friend function that will allow us to use the extraction operator to input directly into the class of objects. Inputs the playlist in the specified format.
* Uses the Friend function that will allow us to use the extraction operator to input directly into the class of objects. Inputs the playlist in the specified format.
* setTitle function inputs title then takes a string.
* GetTitle function outputs title then returns a string.
* addSong function will take a Song object as a parameter and insert it into the playlist.
* deleteSong function will take a Song object as a parameter and delete it from the playlist and return true or false.
* Intersect function returns a new playlist that is the intersection of the songs in the playlist argument and the songs contained within the playlist object.
* Merge Function returns a new playlist that merges the songs in the list argument and the songs contained within the playlist object which match have been called.
* Play Function will play one song from the playlist starting at first index.
* setMode function will keep track of the playing mode of the playlist.
* getPlaylist function in the playlists namespace retrieves the track information associated with the particular playlist. This will return a vector.

**Driver File**