## **Revision Thu:**

HMW would also like to implement the concept of a playlist to gather favorite tracks of a particular user. For this you will define a class named Playlist with the following specifications:

## **Instance Data Members:**

- ID: An identification number that is unique for each playlist. Define any static variable(s) to generate and keep track of such IDs. Once a playlist is registered in the system, they will stay forever even if there are no registered tracks in the album currently.
- userID: The ID of the user who created this playlist.
- name: Name of the album.
- noOfTracks: Number of tracks in the album.
- listOfTracks: The list of tracks in the album represented with a string formed by concatenating the IDs of all the tracks in the playlist separated by blank spaces.

## **Methods:**

- Constructor: Takes name and user ID as input values and initializes the respective instance data members for that instance.
- addTrack: Adds the input track as a track in this playlist. Any affected instance data variables should be properly updated. Note that the actual list of tracks of this album is kept as a string of IDs as defined earlier.
- removeTrack: Removes the input track from this playlist. Any affected instance data variables should be modified as well.
- toString: Returns a string representation of the artist showing details for all of the data members for the playlist.

The Track class that you wrote earlier should not need to change due to addition of the Playlist class. To parse the contents of the track list string, you may use the Scanner class and pass the string as a parameter to its constructor during initialization (as opposed to System.in).

## Sample run: