**Additional features -Assessment 2**

**PlayList Name-** A very simple additional feature that is just a static string (needed in both shuffle and create playlist) as playlists usually need names, when user creates a playlist they input the name and that name is outputted when the user finishes creating the playlist and when that playlist is shuffled

**Extending the Exception super class-**This has been done to validate the AudioTrack class e.g. encoding type can only be wav or mp3 or this exception is thrown, it is a lot better than doing this validation within the console app, where this exception class called “exception handling” is catched if the user does input something that throws it and it will output the errormessage which is the string which has been set in the distinct classes for this exception, which will give high level knowledge why the input wasn’t valid

**mp3 or wav player part 2:** I implement this by having a menu for the user to chose from when they wanted to play a track, choosing 1 for mp3 or 2 for wav. They only get to chose once for each play session. There will then be a if else if else statement, if the user choses 1 it sets the player to mp3 by creating jukebox instance with mp3 passed it and 2 the same for wav but if they enter something else there will be validation telling them that they need to enter either 1 or 2. Then it works the same as part 1 for player but except if they enter a valid track but the encoding is not the same as the player type it will return false with a special output message, this is done in the players sub class.

**CSV files:** This has been implemented by having a restore function which is called when the program is executed, this will restore all the data on the tracks that were added already using an array which is split by “,” for each variable in AudioTrack, and tracks are added at the very end of the program, when the user presses 8 to quit, which uses an advanced for loop which uses a print writer print to add each variable with a , beside them to split each variable, so they can be restored.