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1  #include "Musica.h"
2
3  void Songs::setSongName(const std::string& Name) {
4  SongName = Name;
5  }
6  void Songs::setSongAutor(const std::string& Autor) {
7  SongAutor = Autor;
8  }
9  void Songs::setSongRanking(const std::string& Ranking) {
10 SongRanking = Ranking;
11 }
12 std::string Songs::toString() const {
13 std::string AllSong;
14 AllSong += SongName;
15 AllSong += " | ";
16 AllSong += SongAutor;
17 AllSong += " | ";
18 AllSong += SongRanking;
19 return AllSong;
20 }
21 std::string Songs::getSongName() const {
22 return SongName;
23 }
24 std::string Songs::getSongAutor() const {
25 return SongAutor;
26 }
27 std::string Songs::getSongRanking() const {
28 return SongRanking;
29 }
30 bool Songs::operator == (const Songs& Song) const {
31 return SongName == Song.SongName or SongAutor == Song.SongAutor;
32 }
33 bool Songs::operator != (const Songs& Song) const {
34 return SongName != Song.SongName or SongAutor != Song.SongAutor;
35 }
36 bool Songs::operator >= (const Songs& Song) const {
37 return SongName >= Song.SongName or SongAutor >= Song.SongAutor;
38 }
39 bool Songs::operator > (const Songs& Song) const {
40 return SongName > Song.SongName or SongAutor > Song.SongAutor;
41 }
42 bool Songs::operator <= (const Songs& Song) const {
43 return SongName <= Song.SongName or SongAutor <= Song.SongAutor;
44 }
45 bool Songs::operator < (const Songs& Song) const {
46 return SongName < Song.SongName or SongAutor < Song.SongAutor;
47 }
48 std::ostream& operator << (std::ostream& os, Songs& s){
49 std::string aux;
50 aux = s.SongName + " | " + s.SongAutor + " | " + s.SongRanking + "\n";
51 os << aux;
52 return os;
53 }
54 std::istream& operator >> (std::istream& is, Songs& s){
55 is >> s.SongAutor;
56 is >> s.SongAutor;
57 is >> s.SongRanking;
58 return is;
59 }

```