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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; AllSong += SongName; AllSong += " | ";
14     AllSong += SongAutor; AllSong += " | ";
15     AllSong += SongRanking;
16     return AllSong;
17 }
18 std::string Songs::getSongName() const {
19     return SongName;
20 }
21 std::string Songs::getSongAutor() const {
22     return SongAutor;
23 }
24 std::string Songs::getSongRanking() const {
25     return SongRanking;
26 }
27 bool Songs::operator == (const Songs& Song) const {
28     return SongName == Song.SongName or SongAutor == Song.SongAutor;
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 std::ostream& operator << (std::ostream& os, Songs& s){
46     std::string aux;
47     aux = s.SongName + " | " + s.SongAutor + " | " + s.SongRanking + "\n";
48     os << aux;
49     return os;
50 }
51 std::istream& operator >> (std::istream& is, Songs& s){ is >> s.SongAutor;
52 is >> s.SongAutor; is >> s.SongRanking; return is;
53 }

```