

```

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

```