# 唱歌的文强

代码：

**package** com.dao;

**import** java.util.\*;

**class** Song//定义歌曲类，三个属性歌名，歌手，歌曲时间

{

**private** String SongName;

**private** String Songer;

**private** String Songtime;

Song(String a,String b,String c)

{

SongName=a;

Songer=b;

Songtime=c;

}

**public** String getSongName() {

**return** SongName;

}

**public** **void** setSongName(String songName) {

SongName = songName;

}

**public** String getSonger() {

**return** Songer;

}

**public** **void** setSonger(String songer) {

Songer = songer;

}

**public** String getSongtime() {

**return** Songtime;

}

**public** **void** setSongtime(String songtime) {

Songtime = songtime;

}

}

**class** Hoster//主持人类

{

**public** **static** LinkedList<Song> *ListSong*;

Hoster()//初始化歌单

{

*ListSong*=**new** LinkedList<Song>();

System.***out***.println("Please Add Songs!");

}

**public** **void** PlaySong()

{

Iterator<Song> it=*ListSong*.listIterator(0);//从o位开始

**while**(it.hasNext())

{

Song song=it.next();

System.***out***.println("Now playing "+song.getSongName()+"!\n"+"Songer is: "+song.getSonger()+"!\n"+"Playing time is: "+song.getSongtime()+"\n\n");

}//while

**if**(!it.hasNext())//歌单已经没有歌曲了

{

System.***out***.println("Sorry,there are no songs! Please Add Songs!");

}//if

}//播放音乐方法PlaySong

}

**class** Player//用户类

{

Player()

{

}

**public** **void** OrderSong(Hoster hoster, Song song)

{

hoster.*ListSong*.add(song);

}

}

**public** **class** Control

{

**public** Player player;

**public** Hoster hoster;

Control()

{

player=**new** Player();

hoster=**new** Hoster();

}

**public** **static** **void** main(String[] args)

{

Song song1=**new** Song("月亮之上","凤凰传奇","3分50秒");

Song song2=**new** Song("情非得已","小F4","3分00秒");

Song song3=**new** Song("Glad your come","zz","3分15秒");

Control Npc=**new** Control();

//Npc.hoster.PlaySong();

Npc.player.OrderSong(Npc.hoster, song1);

System.***out***.println("Add Successfully!");

Npc.player.OrderSong(Npc.hoster, song2);

System.***out***.println("Add Successfully!");

Npc.player.OrderSong(Npc.hoster, song3);

System.***out***.println("Add Successfully!");

Npc.player.OrderSong(Npc.hoster, song2);

System.***out***.println("Add Successfully!");

Npc.hoster.PlaySong();

}

}

**解释：**

**为了简单起见，没有采用输入音乐信息的模式，直接在主函数中添加了歌曲信息。**

**运行截图：**

