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Skill 29.2 Exercise 1

(a) Declare an ArrayList of String elements called *songs* which represents the songs a user downloads from a music site.

(b) Write code that will add two songs to the list

(c) Write code that will add a song to index 1 of the list.

(d) Write code that will change the song at index 0 to a different song.

(e) Write code that will remove the song at index 0.

(f) Indicate what is printed,

`System.out.println(song.get(1));`

(g) Indicate what is printed,

`String mySong = song.get(0);`
`System.out.println(mySong);`

Skill 29.3 Exercise 1

(a) Declare an ArrayList of int objects called *iObjects*

(b) Add three elements to the list *iObject*

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(c) Declare a new int called iPrimitive and assign its value to the Integer object at index 2 of iObjects.

Skill 29.4 Exercise 1

The ArrayList `songs` contains a playlist of songs. The static method `updateSongs` accepts an ArrayList of `downloadedSongs`, if the song is already in the `songs` ArrayList nothing happens, however, if a song appears in the `downloadedSongs` list that does *not* appear in the current `songs` ArrayList, it is added to the end of the list.

For example, if song has the following songs,

Hey Jude	Happier	High Hopes
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And `downloadSongs` has the following songs,

Wow	Happier	High Hopes
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The songs array after `updateSongs` is called will look as follows,

Hey Jude	Happier	High Hopes	Wow
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(a) Write the method `updateSongs` which accepts the `downloadedSongs` ArrayList and updates the `songs` ArrayList with new songs.

AP Computer Science A
Ticket Out the Door
Set 29: ArrayLists

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