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Skill 27.2 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 27.3 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 27.4 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

And downloadSongs has the following songs,

Wow	Happier	High Hopes

The songs array after updateSongs is called will look as follows,

Hey Jude	Happier	High Hopes	Wow

(a) Write the method `updateSongs` which accepts the `dowloadedSongs` ArrayList and updates the `songs` ArrayList with new songs.

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