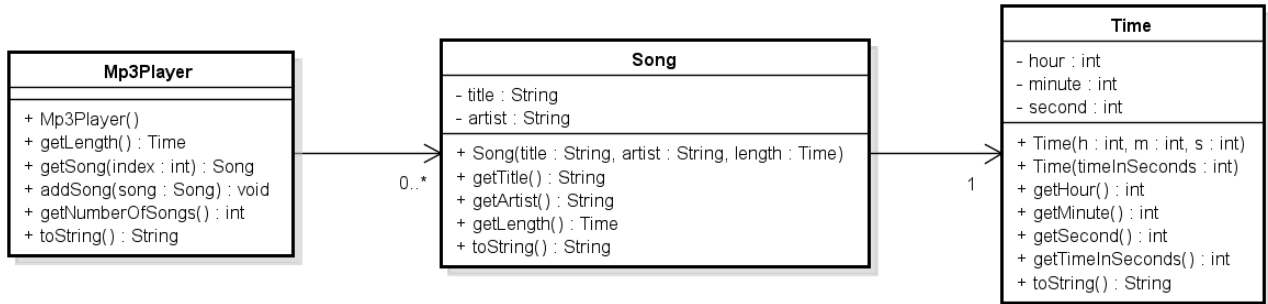


Exercise: Mp3 player, version 1

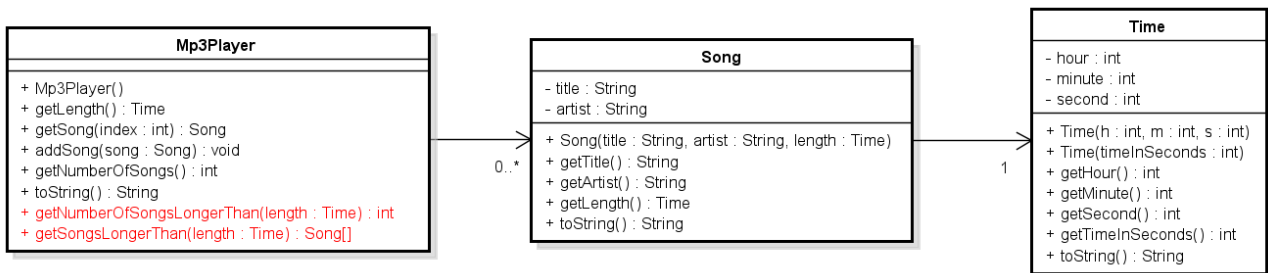
Implement class `Mp3Player` from the UML class diagram below (classes `Song` and `Time` can be taken directly from a previous exercise)



Make a test program.

Exercise: Mp3 player, version 2

Add the two extra methods in class `Mp3Player`



Modify the test program such that you test your new methods.

Exercise: Mp3 player, version 3

This time, the mp3 player has a limit, e.g. maximum 3 hours and 30 minutes (the total lengths of the songs cannot exceed this value). Remember to update the `addSong` method checking if there is room enough for the new added song, and if not then just don't add it.

