```
78 ▼    SongPlayer.pause = function(song) {
79          song = song || SongPlayer.currentSong;
80       currentBuzzObject.pause();
81       song.playing = false;
82    };
83
84 ▼    SongPlayer.previous = function() {
85
86          var currentSongIndex = getSongIndex(SongPlayer.currentSong);
87             currentSongIndex--;
88 ▼            if (currentSongIndex < 0) {
89                    stopSong(SongPlayer.currentSong);
90          var song = currentAlbum.songs[currentAlbum.songs.length-1];
91                 setSong(song);
92                 playSong(song);
93 ▼             } else {
94          var song = currentAlbum.songs[currentSongIndex];
95              setSong(song);
96              playSong(song);
97       }
98    };
99 ▼    SongPlayer.next = function (){
00          var currentSongIndex = getSongIndex(SongPlayer.currentSong);
01          currentSongIndex++;
02
03 ▼        if (currentSongIndex === currentAlbum.songs.length) {
04              stopSong(SongPlayer.currentSong);
05              var song = currentAlbum.songs[0];
06              setSong(song);
07              playSong(song);
08  //            console.log("currentsongindex", currentSongIndex);
09 ▼        }else{
10              var song = currentAlbum.songs[currentSongIndex];
11              setSong(song);
12              playSong(song);
```