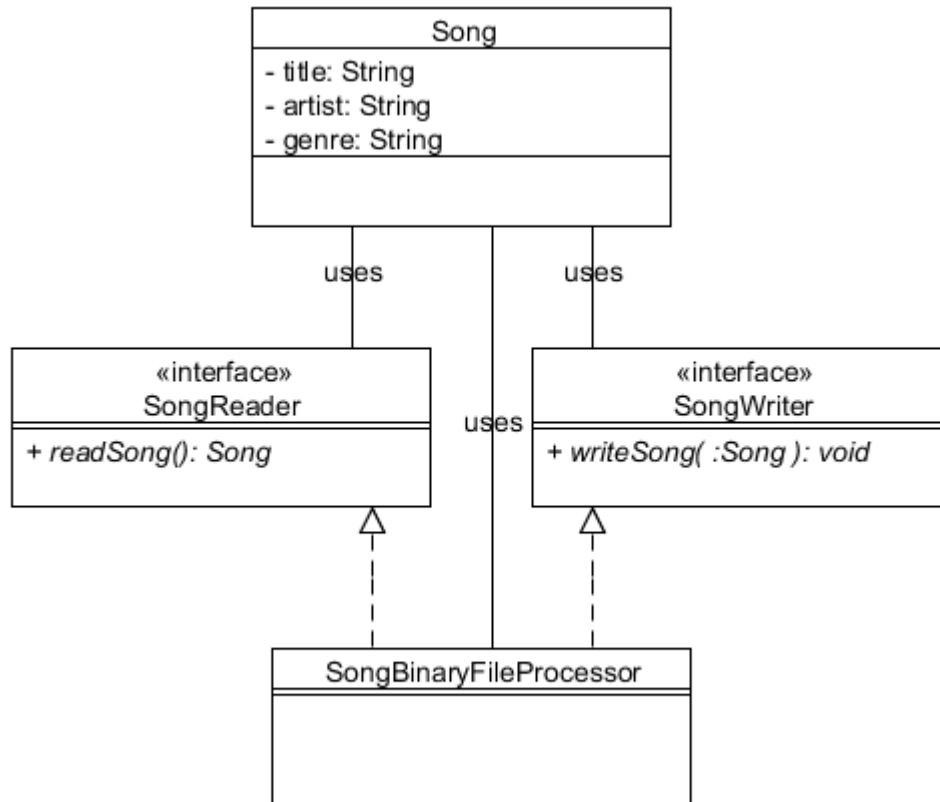


Assignment 6



This assignment involves writing a program that will read and write information about songs to a binary file.

Consider the partial design above. A `Song` class represents information associated with a Song. A `Song` object has a title, an artist and a genre. Two interfaces, `SongReader` and `SongWriter`, define abstract methods that are used to read a `Song` object from and write a `Song` object to a binary file. The class `SongBinaryFileProcessor` implements the two interfaces and will be used to read and write `Song` objects to and from binary file.

Write a program called *Assignment6.java* that prompts the user to enter the name of the binary file used to store `Song` objects, and permits the user to add a song to the binary file, to display all songs stored in the binary file, or to quit the program.

Note that you will have to add the appropriate methods to the Song class, and will have to provide any required attributes and methods for the SongBinaryFileProcessor class. Note also that the SongBinaryFileProcessor class should not perform any user prompting.

Please be sure to use good programming style and comment your code.

Submit all source code (the .java file) for your assignment and a screen shot of the program output in a zip file named as follows: Assignment6 followed by an underscore (_), followed by your first name initial, followed by your last name, followed by your CTYOnline student ID. For example, if your name is Jane Smith and your student ID is 999999, your zip file would be *Assignment6_jsmith999999.zip*.