***A – Adding New Player Classes***

I have created 2 new classes (MP3Player and WavPlayer) that both extend the AudioPlayer class. These classes can only play an AudioTrack if it has a specific encoding. The user will be given an option to select which encoding should be allowed to be played within this instance of Jukebox although AudioTracks that do not share this encoding can still be added but not played.

***B – Data Storage***

When the user exits the Console the state of the Jukebox is saved to a csv file and when the user starts the Console the contents of this csv file is loaded into the new instance of Jukebox. The csv file is called ‘StateOfJukebox’ and there is an example of this in this folder. The csv file holds all AudioTracks and their attributes within an instance of Jukebox.