

PLAYLIST MANAGER MANUAL

VERSION 1.0.0

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MAIN MENU

```
=====
Song Playlist Manager
=====

1. Create Playlist - Create a new playlist.
2. View Playlists - Display existing playlists.
3. Exit - Close the application.
Choose Action (e.g., 1):
```

The user will be greeted by an interface that displays the action/s that one can take in the Main menu. Here, the user only needs to input the number of the specific action as included in the prompt.

Example:

Input: 1

Input: 3

WARNING: DO NOT INPUT A STRING OR ANY OTHER TYPE FOR IT WILL END THE PROGRAM.

PLAYLIST CREATION

```
PLAYLIST CREATION

Enter Playlist name: Favorites
Enter Playlist description: My favorite songs
Playlist Created!
Press enter to continue...|
```

In this window, the user will be prompted to enter the playlist name and its desc-

ription. The user can input space-separated names because the program will accept the lines for each input. The user also does not need to worry about trailing whitespace because it is handled (e.g., [PlaylistName][Trailing Whitespaces] will be [PlaylistName] upon display).

PLAYLIST VIEWING

The user will be met with the display of the current playlists in the list. There are two cases:

Case 1: No playlist has been created.

```
You haven't created any playlist yet.
Press enter to return to Main Menu.|
```

Case 2: There is at least 1 playlist.

```
YOUR PLAYLISTS

1. [Playlist Name]
Choose action (e.g., delete 1): |
```

In Case 2, the user can input instructions such as *view*, *delete*, and *exit*.

VIEW INSTRUCTION

the view instruction needs an accompanying integer. This allows the user to select which playlist to view by its index. The instruction needs to be space-separated.

Example:

Input: *view 1*

Input: *view 4*

DELETE INSTRUCTION

This instruction, just like viewing, will need an integer. The user can select which playlist to delete by specifying its index along with the delete instruction. The instruction needs to be space-separated.

Example:

Input: *delete 4*

Input: *delete 7*

EXIT INSTRUCTION

This will lead the user back to the previous interface which is the Main Menu. This instruction does not need an integer.

Example:

Input: *exit*

NOTE: THE PROGRAM IS NOT CASE-SENSITIVE. THUS, THE USER CAN INPUT instructions such as *eXit*, *exit*, *EXIT*, *ExIt* for all instructions(*view*, *delete*, *exit*).

SONG VIEWING

The program will display the Playlist Name, Playlist Description, and the song/s (if there are any).

Case 1: *No song has been added.*

```
PLAYLIST NAME: [Playlist Name]

DESCRIPTION: [Playlist Description]

This playlist does not have a song yet.
Choose action (e.g., play 1):
```

Case 2: *There is at least 1 song.*

```
PLAYLIST NAME: [Playlist Name]

DESCRIPTION: [Playlist Description]

1. [Song Title] by [Song Artist] (Duration: 3:00)
Choose action (e.g., play 1): |
```

PLAY INSTRUCTION

This instruction needs an integer of the user's choice. The user can pick what song to play by specifying its index in the input.

Example:

Input: *play 1*

Upon input, the user will be directed to a new display that shows what is currently playing and an action space:

```
NOW PLAYING: [Song Title] by [Song Artist] (3:00)
Choose action (next/exit):
```

Here, the user can choose to play the next song by typing in next or exit the current display and return to the song view by typing exit.

ADD INSTRUCTION

This will allow the user to add songs to the playlist. The user will be prompted with the title of the song, the artist, and the duration in seconds.

```
=====
ADD A SONG TO THE PLAYLIST
=====
Enter song title: Title
Enter song artist: Artist
Enter song duration(in seconds): 120
Song added to the playlist.
Press enter to continue...
```

What is inputted will be what is displayed.

DELETE INSTRUCTION

Deletion for this program will require the user to input the title of the song to be deleted.

```
Choose action (e.g., play 1): delete
Enter the title of the song you want to delete: |
```

In case of duplicates, the program will handle it by making the user specify the artist of the song.

```
This song already exists.
Press enter to continue...|
```

If the title cannot be found, the program will tell the user:

```
This song is not in the playlist.
Press enter to continue...
```

EXIT INSTRUCTION

This will lead the user back to the previous interface which is the Playlist View. This instruction does not need an integer.

REMINDERS

For version 1.0.0:

- There is currently no data persistence implemented in the program. All the recorded playlists and songs during runtime will vanish after closing the program.
- The user needs to be precise on the input, especially the data types.
- The program does not have a shuffle feature.
- The user cannot sort the playlist.