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Program Name: MP3FileCollection

This program will allow you look through and play a collection of MP3

files and play. This program also contains a JUnit tester file to test the

class LinkedList.

To run this program:

Step 1: Add the 4 jar files found in the directory Project3 to your CLASSPATH.

Example: CLASSPATH=.:./classes:/home/temps/ottofy/classes:/home/temps/

ottofy/cs1302/Project3/junit-4.8.2.jar:/home/temps/ottofy/cs1302/Project3/

jl1.0.1.jar:/home/temps/ottofy/cs1302/Project3/mp3spi1.9.4.jar:/home/temps/

ottofy/cs1302/Project3/tritonus\_share.jar

Step 2: Compile the program by typing "javac -d classes edu/uga/cs1302/mp3files/\*.java"

If you are prompted with warnings, recompile by typing:

"javac -Xlint:unchecked -d classes edu/uga/cs1302/mp3files/\*.java"

Step 3: To run the MP3 Program, change directories by typing:

"cd classes"

Step 4: Run the program by typing "java edu/uga/cs1302/mp3files/MyMP3Files"

The program will first ask you for a directory name. Type in a valid directory

name or path.

Next, the program will list the information of each of the MP3s in the

specified directory. It will then display the first song in the directory

as the current song, and ask you what to do next. For a menu of the controls,

type 'h' followed by the enter button. You should be able to move to the next

song by typing 'n', move to the previous song by typing 'b', see the

information of a song by typing 'i', play the song by typing 'p', and quit

the program by typing 'q'.

If you choose to play a song, you will be able to quit playback by hitting

the enter button, and quit the playback menu by typing 'q'.

Note-you must have access to a sound card through your system in order to

get and feedback from playing a song.

To run the JUnit tester file, make sure you have completed Steps 1-3, and

at Step 4: type "java edu/uga/cs1302/mp3files/LinkedListTester" instead

of the previos Step 4.