CSC120 Week 13-14 Lab: Song List

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The goal of this project is to write an application for maintaining a list of songs. Each song has two pieces of information, its title and artist.

The application allows to add data from file, save data to file, search in the data for songs with a key phrase appearing either in the title or in the artist, add new song, delete a specific song, and change title/artist of a specific song.

The application consists of three class files:

- 1. Song: the class for an individual song
- 2. SongCollection: the class for a song collection.
- 3. SongMain: This is the main class. The program execution is by way of the command java SongMain.

A song data file takes the following form.

- The first line is the number of songs stored in the data file.
- After the first line, the songs appear in two lines each, the first line being the title and the second being the artist.

For example, the following is a data file consisting of 5 songs:

5
Like A Rolling Stone
Bob Dylan
Satisfaction
The Rolling Stones
Imagine
John Lennon
What's Going On
Marvin Gaye
Respect
Aretha Franklin

The same for format should be used when writing to a file.

To read from a file, you use the nextLine method of Scanner. You can obtain the integer that a String data, say w, represents by calling Integer.parseInt(w).

The class Song

Naturally, we want to use two **String** instance variables to record the title and the artist. The constructor for the class may take two **String** values and store them in their respective instance variables. There are two methods, both of which are getters, that need to be implemented:

```
public String getTitle()
public String getArtist()
```

The class must implement the interface Comparable. The declaration should be

```
public class Song implements Comparable<Song> { ... }
```

The method public int compareTo(Song o) is the method needing implementation. The method compares the title first. If the titles are different (that is, the result of title.compareTo(o.title) is not 0), the method returns the result as is; otherwise, it returns the result of artist.compareTo(o.artist).

The class SongCollection

In this class, we need just one private instance variable:

```
Song[] theSongs;
```

The methods to be implemented are:

```
public int size()
public void addFromFile( File f )
public void writeToFile( File f )
public void addOneSong( String t, String a )
public void delete( int pos )
public void searchByTitle( String key )
public void searchByArtist( String key )
public void show( int start, int end )
```

The expected actions of these methods are as follows:

- 1. The method size() returns the number of elements in the array the Songs.
- 2. The method addFromFile(Filef) reads data from file, in the following manner.
 - (a) First, it creates a new scanner to read from f. It encases the creation in try-catch so that if FileNotFoundException occurs, then the method prints an error message and returns immediately.
 - (b) Second, the method reads the first line of the file and converts it to an integer count. All the data files to be used by the program, have the number of songs in the first line. The acquisition of count is accomplished by supplying the first line to the method Integer.parseInt.

- (c) Third, the method creates a new array of Song objects whose number of elements is equal to the current number of elements plus count. This can be achieved by
 - Song[] temp = Arrays.copyOf(theSongs, theSongs.length + count);
- (d) After that, the methods reads data from the file in pairs of lines and stores the data in the new slot.
- (e) The resulting array may have duplicates. We need to eliminate duplicates. We accomplish this as follows.
 - i. We first sort the elements or temp using Arrays.sort (make sure you import java.util.Arrays).
 - ii. From the sorted list, we build an array consisting of all elements temp[i] such that
 - (*) \code{ i == 0 || i > 0 && temp[i].compareTo(temp[i 1]) != 0 } The latter condition mean that the element at i is not identical to the element at i 1. For example, let us consider a sorted integer array 1, 2, 2, 4, 5, 5, 5. Here, the second occurrence of 2 and the last two occurrences of 5 are duplicates. The list resulting from duplicate removal is thus 1, 2, 4, 5.
 - iii. The construction will create a new array merged of Song objects. It uses a position variable pos whose initial value is 0. Then we iterate over the elements of temp with an iteration variable i. If the condition (*) holds, we store the element temp[i] to merged[pos] and then add 1 to pos so that the next time such a value of i is found, the element goes into the next slot.
 - iv. After the scanning is done, we execute
 theSongs = Arrays.copyOf(merged, pos);
 to extract the unique elements we have stored in a prefix portion of merged.
- 3. The method writeToFile(File f) writes the data to the file f. The same error handling as in addFromFile is needed.
- 4. The method addOneSong(String t, String a) adds a song specified by t as the title and a as the artist. The way the method works is very similar to the way addFromFile does. The differences are (a) the increase in the array length is 1 and (b) the new element shall be stored at the end of the new array.
- 5. The method delete(int pos) deletes the element at position pos, if the value of pos is valid.
- 6. The method searchByTitle(Sting key) prints all the songs whose title contains key along with their index values. You can use the method indexOf(key) on the value returned by the method getTitle.
- 7. The method searchByArtist(Sting key) prints all the songs whose artist contains key along with their index values. You can use the method indexOf(key) on the value returned by the method getArtist.
- 8. The method show(int start, int end) prints all the songs whose index values are greater than or equal to start and strictly smaller than end. Adjustments of the values may be needed when start < 0 or when end > theSongs.length.

The class SongMain

This consists of one method, which is main. The method presents to the user command choices, receives the choice of command by a number (you can use Integer.parseInt(keyboard.nextLine()), where keyboard is the Scanner object you instantiate in your program as the Scanner to read from the keyboard). You can then use a switch statement to respond to the choice made.

Here is an execution example of the program.

```
% java SongMain
======Select action======
O. Quit
1. Get collection size
2. Search for title
3. Search for artist
4. Add from file
5. Save to file
6. Add one song
7. Remove one song
8. Show
Enter choice: 4
Enter file name: songs-data.txt
======Select action======
O. Quit
1. Get collection size
2. Search for title
3. Search for artist
4. Add from file
5. Save to file
6. Add one song
7. Remove one song
8. Show
Enter choice: 2
Enter title search key: Heaven
30: Stairway To Heaven, Led Zeppelin
189: Knocking On Heaven's Door, Bob Dylan
352: Tears In Heaven, Eric Clapton
409: Monkey Gone To Heaven, Pixies
482: Just Like Heaven, The Cure
======Select action======
0. Quit
1. Get collection size
2. Search for title
3. Search for artist
```

4. Add from file 5. Save to file

- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 3

Enter artist search key: Sabbath

249: Paranoid, Black Sabbath 309: Iron Man, Black Sabbath ======Select action=======

- 0. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 4

Enter file name: Sabbath Bloody Sabbath

*** File Not Found ***

======Select action======

- O. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 6

Enter title: Sabbath Bloody Sabbath

Enter artist: Black Sabbath
======Select action========

- O. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 2

Enter title search key: Blood

- 267: Sunday Bloody Sunday, U2
- 413: Young Blood, The Coasters
- 500: Sabbath Bloody Sabbath, Black Sabbath

======Select action======

- 0. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 7
Enter position: 267

======Select action======

- 0. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 1

*** Size = 500

======Select action======

- 0. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 8

Enter start position: 10 Enter end position: 25

10: My Generation, The Who

11: A Change Is Gonna Come, Sam Cooke

12: Yesterday, The Beatles

13: Blowin' In The Wind, Bob Dylan

- 14: London Calling, The Clash
- 15: I Want To Hold Your Hand, The Beatles
- 16: Purple Haze, Jimi Hendrix
- 17: Maybellene, Chuck Berry
- 18: Hound Dog, Elvis Presley
- 19: Let It Be, The Beatles
- 20: Born To Run, Bruce Springsteen
- 21: Be My Baby, The Ronettes
- 22: In My Life, The Beatles
- 23: People Get Ready, The Impressions
- 24: God Only Knows, The Beach Boys

======Select action======

- 0. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 5

Enter file name: foo.txt
======Select action========

- O. Quit
- 1. Get collection size
- 2. Search for title
- 3. Search for artist
- 4. Add from file
- 5. Save to file
- 6. Add one song
- 7. Remove one song
- 8. Show

Enter choice: 0

Attached to this assignment are three text files

- songs-data.txt: The Rolling Stone Top 500 song of all time.
- songs-beatles.txt: The list of songs recorded by The Beatles.
- songs-zeppelin.txt: The list of songs recorded by Led Zeppelin in their official albums.

Here is the best strategy to accomplish the goal:

Step 1 Write Song.java.

Step 2 Write the bare-minimum version of SongCollection.java, which consists of the constructor, the implements, the private instance variable declaration, and an implementation of the method size. The rest of the required methods can have empty body, i.e.,

{ ; }

in this version.

Step 3 Write the bare-minimum version of SongMain. In the bare-minimum version, the program uses a do-while loop, in which the presents the command choices to the user, receives input from the user, and then uses a switch-statement with which the execution is directed but the action is yet to be typed except for the break at the end of each case. Make sure that the loop terminates if the user enters 0 for the action.

Step 4 Add actions one after another by editing both SongMain and SongCollection.