1. Rewrite parts of the media player program. The program will need to be aware of Artists, Albums, and Songs, with the ability to play any of them (i.e. I can choose to play all songs by a specific artist, all songs in a specific album, a particular song, or even all songs).

A likely design therefore would include classes to model each of these (Artist, Album, Song) and they would all share a common method “play”, but each would do its own thing (An artist would play all its albums, an album would play all its songs, a song would play itself). You would want to have a common base class (or maybe interface) that they would all inherit from so that you could call play on any one of them without caring what it actually was. The user would pick something to play, and the player would play it – whatever it was (an artist, Album or Song).

Let them Play in 2 possible modes ‘Normal’, or ‘Repeat’. ‘Normal’ will play once, Repeat will play twice. (Use an enum to define if it should be mode ‘Normal’, or ‘Repeat’)