#include<string>

using namespace std;

class Album

{

public:

Album();

Album(string name);

~Album();

string getAlbumName() const;

int getAlbumLength() const;

//returns an Ablum via the specified name passed in

List<Song> getAlbum(const string name);

//iterates through an array of songs and returns a song

//based on the track selection

Song getTrack() const;

//Iterates through a list of songs and returns a song

//based on the name passed in

Song getSong(const string name) const;

//Takes in a list of songs to add to an Album

void buildAlbum(const List<Song> &songs);

//Adds a song to the end of an Album

//returns true if song was added, false otherwise

bool addSong(const Song &song);

//Adds a song to the Album at the specified track.

//All tracks are shifted to the right from point of

//insertion of new Song

//returns true if song was added, false otherwise

bool addSong(const int &track, const Song &song);

//Removes a song from the Album at a corresponding

//index for the track in the array of songs.

bool removeSong(const int &track);

//Removes a the last song from the Album.

bool removeSong();

private:

//… no need to turn in this part.

};

🡺DataType **static** varName = some value;