Python skill testing project

Objective: Build a Python app that creates a playlist on Spotify, featuring an artist's latest setlist.

Architecture: Your code will be divided into 3 separate modules that will call each other when necessary. This document contains the specification for the second module.

Module 2: `spotify.py`

Contains a function with the following signature:

`generate_playlist(songs) => playlist_link`

`songs`	a list of strings containing the names of songs
`playlist_link`	a link to a Spotify playlist containing the songs listed in **`songs`**
`generate_playlist`	a function that reads in the list **`songs`** and generates a link to a Spotify playlist containing those songs

Your module can contain additional functions, but you must have **`generate_playlist()`** somewhere in your script.

User Experience: The user enters a list of strings, and is provided with a link to a webpage on Spotify where their playlist is hosted.

Requirements: this module should be **object-oriented**, and should use **error handling**.

Hint 1: You'll want to use **`spotipy`** (https://spotipy.readthedocs.io/en/latest/#) a built-for-Python API package developed for Spotify, to build your playlist. `spotipy` is basically just a wrapper for the Python **`requests`** package, which you can check out here: http://docs.python-requests.org/en/master/. The `requests` package is a great way to communicate with APIs of any description, and is very widely used.

Hint 2: The `spotipy` component will require that you set up a developer account on Spotify, by going to https://developer.spotify.com. You'll create an app, and then use the Client ID and Client Secret (these two together constitute your API key) to authorize your `spotipy` call. You'll have to add a redirect URI on your Spotify app page to make it work. We recommend using http://localhost:8888/callback.

Hint 3: Even though it's not generally good coding practice, you can hard-code your Spotify Client ID and Client Secret into your script in this Python module.

Once you've completed this exercise, send it to **@yazabi** and we'll give you feedback on your code!