

Because the `_songs` variable is a class variable, the `_songs` variable is the same exact variable used for every single object created. This means that changes enacted to the `_songs` object by different objects interact with the same variable and same array. Something we could have done to avoid this mistake is to know the difference between class variables and object variables, and at what points we might **want** to use an object variable, and when we might **want** to use a class variable. In this case, I would instead use an object variable for the *songs array*, *creating it in the init function as `self.songs = []`* rather than creating it outside the `init` function.