**Display the information:**

* display a welcome message with your name in it
* display a menu for the user to choose from [2, 3]
* return to the menu after each action and loop until the user chooses to quit

**Load songs.csv to the program:**

* load a CSV (Comma Separated Values) file of songs (just once at the very start); a sample CSV file is provided for you and you must use this format [4] (note: you're not expected to use the csv module, but you're welcome to)

**Details about the songs:**

* when the user chooses list: display a neatly formatted (lined up) list of all the songs with their details (unlearned songs have an \* next to them) and a count of these songs [5] (note: you are welcome to either guess or calculate the size of the title and artist fields to line them up - either way is fine)

**Adding new songs:**

* when the user chooses add prompt for the song’s title, artist and year, error-checking each of these [3, 5], then add the song to the song list in memory (not to the file); new songs are always unlearned

**Completion of the songs:**

* when the user chooses to complete a song: allow the user to choose one song by number (error-checked), then change that song's status to learned; if no songs are unlearned, then display a "No more songs to learn!" message

**Quit and stored into csv files**

* when the user chooses to quit save the songs to the CSV file, overwriting file contents