| **Exercise 4.1** Open the *music-organizer-v1* project in BlueJ and create a **MusicOrganizer** object. Store the names of a few audio files into it—they are simply strings. As we are not going to play the files at this stage, any file names will do, although there is a sample of audio files in the *audio* sub-folder of the project that you might like to use.  Check that the number of files returned by **numberOfFiles** matches the number you stored. When you use the **listFile** method, you will need to use a parameter value of **0** (zero) to print the first file, **1** (one) to print the second, and so on. We shall explain the reason for this numbering in due course. |  |
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| **Exercise 4.2** What happens if you create a new **MusicOrganizer** object and then call **removeFile(0)** before you have added any files to it?  Do you get an error? Would you expect to get an error? |  |
| **Exercise 4.3** Create a **MusicOrganizer** and add two file names to it. Call **listFile(0)** and **listFile(1)** to show the two files. Now call **removeFile(0)** and then **list-File(0)**. What happened?  Is that what you expected?  Can you find an explanation of what might have happened when you removed the first file name from the collection? |  |
| **Exercise 4.4** Write a declaration of a private field named **library** that can hold an **ArrayList**. The elements of the **ArrayList** are of type **Book**. |  |
| **Exercise 4.5** Write a declaration of a local variable called **cs101** that can hold an **ArrayList** of **Student**. |  |
| **Exercise 4.6** Write a declaration of a private field called **tracks** for storing a collection of **MusicTrack** objects. |  |
| **Exercise 4.7** Write assignments to the **library, cs101,** and **track** variables (which you defined in the previous three exercises) to create the appropriate **ArrayList** objects. |  |