| Code 4.4 |  |
| --- | --- |
| **Exercise 4.25** Add the **listMatching** method in Code 4.4 to your version of the project. (Use *music-organizer-v3* if you do not already have your own version.) Check that the method only lists matching files. Also try it with a search string that matches none of the file names. Is anything at all printed in this case? |  |
| **Exercise 4.26** In **listMatching**, can you find a way to print a message, once the for-each loop has finished, if no file names matched the search string? *Hint:* Use a **boolean** local variable. Modify **listMatching** to accomplish this. |  |
| **Exercise 4.27** Write a method in your version of the project that plays samples of all the tracks by a particular artist, one after the other. The **listMatching** method illustrates the basic structure you need for this method. Make sure that you choose an artist with more than one file. Use the **playAndWait** method of the **MusicPlayer,** rather than the **startPlaying** method; otherwise, you will end up playing all the matching tracks at the same time. The **playAndWait** method plays the beginning of a track (about 15 seconds) and then returns.  (Mr. Fadoir note: I recommend writing a method in the MusicOrganizer class called getArtist. The method should be private, take a filename as an parameter and return the name of the artist, assuming that the artist is located before the hyphen in the filename.) |  |