| **Exercise 4.35** Add a **playCount** field to the **Track** class. Provide methods to reset the count to zero and to increment it by one |  |
| --- | --- |
| **Exercise 4.36** Have the **MusicOrganizer** increment the play count of a track whenever it is played. |  |
| **Exercise 4.37** Add a further field, of your choosing, to the **Track** class, and provide accessor and mutator methods to query and manipulate it. Find a way to use this information in your version of the project; for instance, include it in a track’s details string, or allow it to be set via a method in the **MusicOrganizer** class. |  |
| **Exercise 4.38** If you play two tracks without stopping the first one, both will play simultaneously. This is not very useful. Change your program so that a playing track is automatically stopped when another track is started. |  |