

<http://cs.gettysburg.edu/~cpresser/cs111/GUI/GUIMouse.java>

```
boolean done = false;
```

```
while (done == false) {
```

```
}
```

```
track = (track + 1) % list.length;
```

```
GamePiece gp = new
```

```
gp.getTopString();
```

```
public String getTopString() {  
    return " " + north + " "  
           this.north  
}
```

```
public Playlist() {  
    currentTrack = 0;  
}
```