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#ifndef DATABASEOPERATIONSAUDIO_H
#define DATABASEOPERATIONSAUDIO_H

#include "databaseoperations.h"
class DatabaseOperationsAudio : public DatabaseOperations
{
    Q_OBJECT
public:
    void getSource();
protected:
    explicit DatabaseOperationsAudio(QObject *parent = 0);

    void removeFromDB(QString);
    void updateDB(QString, QFileInfo, QFileInfoList);
    void updateTreeView();
    void updateSource(QString);
    virtual void initiator()=0;
    virtual void destroyer()=0;
    virtual void manager()=0;

signals:
    void updateTreeWidgetLibraryDisplay(vector < vector < QString> >);
    void updatePath(QString);

public slots:

};

#endif // DATABASEOPERATIONSAUDIO_H
```