Server stores User objects in binary file.

Clients login, credentials verified on server, access granted to music player.

Create account/Login to access music player (two forms). **GUI**

User object created, stored in binary file (serializable).

User object contains:

String: Username

String: Password Hash **HASHING**

String: Salt

Playlist is linked list which stores song objects. Saved on client side as CSV. **DYNAMIC DATA STRUCTURE**

Song object contains:

String: Name

String: Path

Playlist is displayed in list view with two columns (Name, Location)

List view will be sorted using Merge Sort. **SORT**

Search bar to search for song in playlist using binary search. **SEARCH**