Entity & UseCase (Model)

Album

ID:int Name: string Image: Byte[] Year: int Genre: string

SingerSong

ID:int SongID: int Song: Song SingerID: int Singer: Singer AlbumID: int Album: Album

Singer

ID:int Name: string Description: string Image: Byte[]

Chord

ID:int Name: string Image: Byte[]

ChordsSong

ID:int SongID: int Song: Song ChordID: int Chord: Chord

Song

ID:int
Name: string
Text: string
Genre: string
Mood: string
IsStrum: bool
StrumOrParts: string
Url: string
Image: Byte[]
Popularity: int

SongOperations

GetAllChordsForSong(): List<Chords>
GetAllSongSingers(): List<Singer>
GetSongSinger(string songName): Singer singer
GetAlbum(string songName): List<Album>
GetTop(int quantity): List<Songs>
GetSongsByMoodOrGenre(): List<Songs>
GetSongsByQuantity(int quantity): List<Songs>

DBContext

DBSet<Song>
DBSet<Singer>
DBSet<Album>
DBSet<Chord>
DBSet<Chord>
DBSet<ChordsSong>
DBSet<SingerSong>
OnConfiguring(): void

SingerOperations

GetAlbums(string singerName): List<Album> GetSongs(string singerName): List<Song>

ChordOperations

GetAllChords(): List<Chord>

ViewModel

GeneralCommands

Home(): void

GeneralViewModel

TopSongs: List<SongAndSinger>
YouWillLikeSongs: List<SongAndSinger>
PlayerSongs: List<SongAndSinger>
SelectedSongAndAuthor: List<SongAndSinger>
Chord: Chord
GetSongs(): void
OnPropertyChanged: void

Navigation

mainFrame: Frame

ShowUserControl(): void

Tuner(): void Library(): void Player(): void Like(): void Search(): void

Singer Singer

Singer: Singer SongsAndSingers: List<SongAndSinger> GetAll(): void OnPropertyChanged: void

SongAndSinger

Song: Song Singer: Singer Chords: List<Chord> OnPropertyChanged: void

ChordsViewModel

Chords: List<Chord>
Chord: Chord
GetAllChords(): void
OnPropertyChanged: void

MoodOrGenreVM

Name: string SongsSingers: List<SongAndSinger> GetAll(): void OnPropertyChanged: void

View **MainWindow** SingerPage Home Initialize(): void Initialize(): void Initialize(): void Tuner CurrentMood SongPage Initialize(): void Initialize(): void Initialize(): void **Player** ChordLibrary CurrentChord Initialize(): void Initialize(): void Initialize(): void