

```
void isUpdateNeeded(DateTime)  
Dictionary<int, Playlist> getPlaylists()  
Playstate getPlaystate()  
void addPlaylist(string)  
void uploadTitle(string, byte[])  
void updatePlaylist(Playlist)  
void setPlaystate(Playstate)
```

// Time when Data
(playlists etc) last
updated

// Name

// Title, Data

// New/updated Playlist