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Class Diagrams:

User

- -userid
- -username
- -password
- -email
- -coins
- +User
- +getUserID:string
- +getUserName:string
- +getPassWord:string
- +getEmail:string
- +getCoins:int
- +addCoins:void
- +spendCoins:void
- +refundCoin:void
- +setUserName:void
- +setPassWord:void
- +setEmail:void

This class is part of the NodeJS section of the architecture. It will store all information about a single user.

Playlist

- -songs:arraylist<Song>
- -genre:string
- -connectedUsers:arraylist<User>
- +addSong(Song song):boolean
- +removeSong(int index):boolean
- +removeUser(User user):boolean
- +addUser(User user):boolean
- +getGenre:string

This class is a part of the NodeJS section of our architecture. It will be used to keep the playlist consistent for all users.

Playlists

- -list:arraylist<playlist>
- +Playlists
- +getPlaylists:arraylist<playlist>
- +setPlaylists:void

This class is a part of the NodeJS section since it will be how we keep track of all playlists currently available to users.

-users:list -type:genre +Leaderboard +getType:genre +addUser(user) +getLeaderboard:list[User]

This class above is a part of the NodeJS section since it will be used to structure how a leaderboard is stored in our program.

-artist:String -genre:String -name:String -length:Int -spotifyld:String +Song +getArtist:String +getName:String +getLength:Int +getSpotifyld:String

This class is a part of the NodeJS section since it will be used to structure how a song is stored and structured in our program.