# Reproductor UML

Cristian Ortiz  |  March 20, 2022

**Main**

App

setup(): void
draw(): void
mousePressed(): void
mouseDragged(): void
mouseReleased(): void

**Interface**

homePage(): void
getters():**
setters():**

**App**

songs: array <Song>

constructor(): App
play(): void
pause(): void
back(): void
next(): void
loadSong(): void
showSongs(): void
showList(): void
isPressed(): void
isDragged(): void
isReleased(): void

**Song**

name: string
artist: string
genre: string
soundFile: file

constructor(): Song
getters*
getters*

**Playlist**

playList: array <Song>

constructor(): Playlist
getters**
setters**