Clase UML Reproductor

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Sketch

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draw(): switch:pantallas
mousePressed():
mouseDragged():
mouseReleased():

Logic

app:

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constructor():
new Song ()
loadImages():

Playlist

playlist: array <Song>

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createSong():
showDescription():void
chooseLista(nombre:string):void
playlistLongest():return int
play():void
pause():void
next():void
previous():void

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Song

Nombre: string
Artista/Autor: string
Duración: number
Fecha de lanzamiento: string

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constructor ():Song
showDescription():void