UML - Reproductor Musical: Sketch **Natalia Martinez** - SONGS DATA []; - LIST_DATA = []; + listFiles = []; + songsFiles = []; p5.Sound + setup(): void + preload (): Object + draw(): void +mouseClicked(): void +mousePressed(): void +mouseDragged():void +mouseReleased():void App - app: any; - songs : Song[] = []; - currentSong : Song = null; - list : List[] = []; - dragging : boolean = false; + modal : HTML.Document + modalSong : HTML.Document + constructor(app: Any): void constructor():List + draw(): void - displayCurrentSong(): void +press():void + drag():void + release():void +onSubmitList():void List +onSubmitSong():void - name: string - artist: string - cover: p5.image - song: p5.soundFile - isSelected : boolean = false - width : number = 250; - height: number = 200; Song - songltems : [] = [] + constructor():Song + constructor():List + display(i: Any, j:Any): void + get isSelected():void + toggleSong(): void + click(i):void + getSongProgress(): void + selectList(): void 1...*+ getTimestamp(): void + addSong(song) + getTotalTime(): void + isMouseOver(i) + isMouseOver(i):Object + display(i: Any) : void + get cover() + get isSelected() + get song() + set isSelected(val) + get artist() + get name() + get name() + set name(val) + get isSelected() + get songltems() + set isSelected(val) + set songItems(val) - name: string - artist: string - cover: p5.image - song: p5.soundFile - isSelected : boolean = false; - width : number = 400;