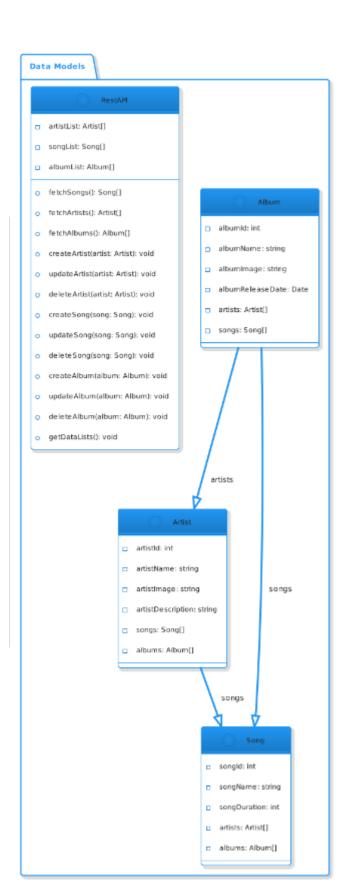
Data Models





Dialogs Dialog ArtistCreate Dialog ArtistDelete Dialog close(): void artist: Artist artist: Artist show(): void o render(): void cre ate (): void delete(): void o postRender(): void SongCreate Dialog ArtistDetailsDialog ArtistUpdate Dialog song: Song artist: Artist artist: Artist listOfArtists: Artist[] □ listOfAlbums: Album[] show(): void o update(): void o create(): void SongDeleteDialog SongUpdate Dialog song: Song song: Song

o update(): void

o delete(): void