In this object we will define some methods which can be thought of as lifecycle of a renderer (update, append children, remove children, commit).

```javascript
import reconciler from 'react-reconciler';

const SongReconciler = reconciler({
  createInstance(type, props) {
    // e.g. DOM renderer returns a DOM node
  },
  // ...
  supportsMutation: true, // it works by mutating nodes
  mutation: {}, // mutation operations
  appendChild(parent, child) {
    // e.g. DOM renderer would call .appendChild() here
  },
});
```

```javascript
class Song {
  constructor(props) {
    this.notes = [];
    this.config = {
      metronome: props.metronome,
      bpm: props.bpm || 60,
      bars: props.bars || 4,
    }
  }

  addNote(note) {
    this.notes = this.notes.concat(note);
  }

  render() {
    let { notes, config } = this;
    const { metronome, bpm, bars } = config;

    const song = sequencer.createSong({ bars, bpm, notes, metronome });
    song.play();
  }
}
```