Musicbase frontend UML diagram

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<<class>> ListRenderer

- items: array
- container: HTMLElement
- itemRenderer: ItemRenderer

+ constructor(list: array,
   container: string,
   itemRenderer: ItemRenderer)
+ render(): void

<<interface>> ArtistRenderer

+ render(artist: Artist): string

<<interface>> ReleaseRenderer

+ render(release: Release): string

<<interface>> TrackRenderer

+ render(track: Track): string

<<class>> Artist

- artistId: string
- artistName: string
- realName: string
- city: string
- activeSince: string

+ constructor(artistData: object)

<<class>> Release

- releaseId: string
- releaseTitle: string
- releaseYear: int
- label: string

+ constructor(releaseData: object)

<<class>> Track

- tracktId: string
- trackTitle: string

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constructor(trackData: object)