

```
struct track_data {
    uint _previous_owner_id;
    string _previous_owner_name;
    uint _data_id;
    uint _owner_id;
    string _owner_name;
    uint _timeStamp;
    string _owner_type;
}

mapping(uint => track_data) public tracks;

struct token {
    uint _data_id;
    uint [] _data_ids;
    uint [] _token_ids;
}

mapping(uint => token) public tokens;
```