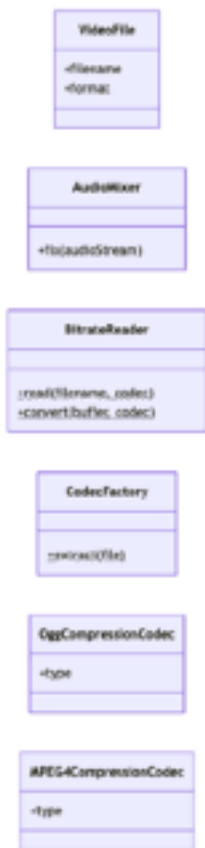
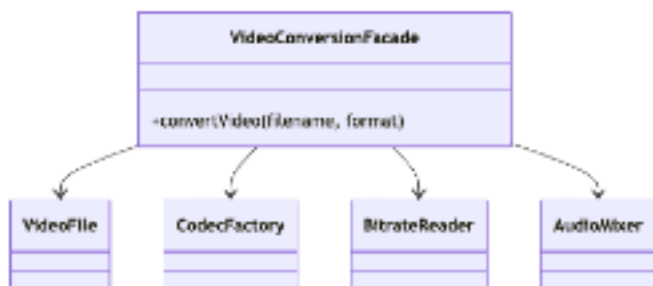


Step 1: Define the Subsystem Classes



- First, let's define the classes of our video processing subsystem. These classes (AudioMixer, VideoFile, BitrateReader, CodecFactory, OggCompressionCodec, and MPEG4CompressionCodec) will each have specific roles, but for simplicity, they'll have basic, hypothetical methods.

Step 2: Create a Facade Class



- Now, we'll create a **VideoConversionFacade** class to provide a simpler interface for converting videos. The facade will be responsible for coordinating the subsystems and making the process simple for the client.