

csc440.nuf.complay.PlayerActivity.onProgressChanged

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graph LR; A[csc440.nuf.complay.PlayerActivity.onProgressChanged] --> B[csc440.nuf.complay.PlayerActivity.formatSecondsToMinutes]; A --> C[csc440.nuf.complay.PlayerActivity.playPause];
```

The diagram illustrates a call sequence starting from the `onProgressChanged` method. This method, shown in a grey box, calls two other methods: `formatSecondsToMinutes` and `playPause`, both shown in white boxes. Blue arrows indicate the direction of the calls from the source method to the target methods.

csc440.nuf.complay.PlayerActivity.formatSecondsToMinutes

csc440.nuf.complay.PlayerActivity.playPause