

csc440.nuf.complay.PlayerActivity

- ~ mainView
- ~ playingCopy
- ~ fromMessage ~ playPressed
- + onCreate()
- + onProgressChanged()
 - + onStartTrackingTouch() + onStopTrackingTouch()
 - + playPause()
 - + playPause()
 - + formatSecondsToMinutes()
 # onResume()
- # onPause()