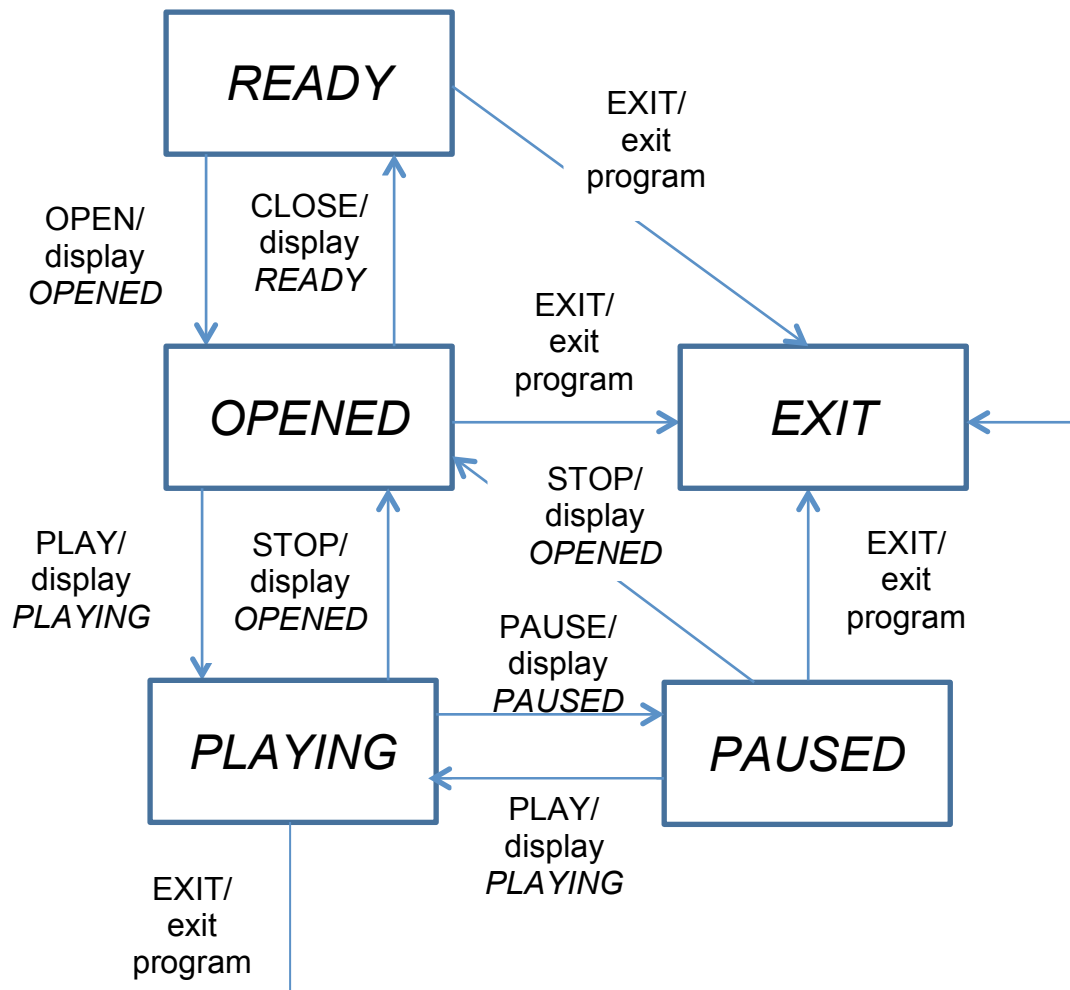


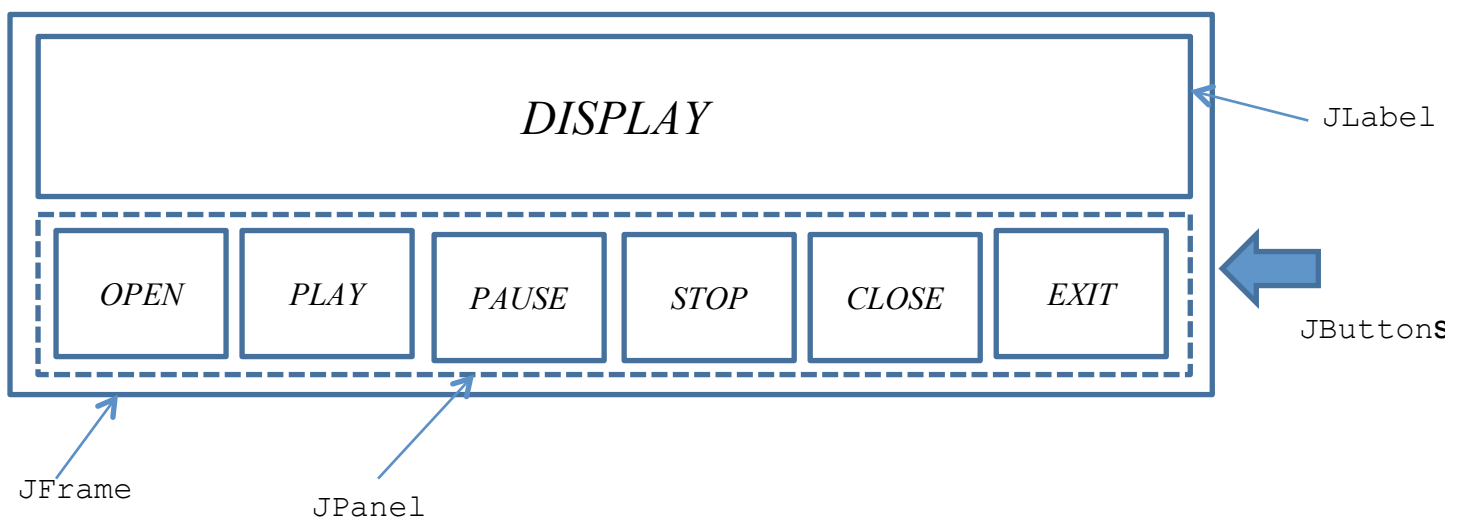
F27SB2 Software Development 2

Tutorial 4

Consider the following state diagram for a media player:



The media player is to be realised with the following interface:



Write a program to implement the interface and the state machine, but with empty actions apart from displaying the appropriate message in the display `JLabel` on each transition. You should ensure that in each state only relevant `JButtons` are enabled.