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I. Base Class Definitions

- x Created a "Media" base abstract class as a primary structure.
- x "Observable" class to handle "Players" and "Viewers".
- x "Observer" Interface to implement "Playable" and "NonPlayable".
- x "Info" Interface to use later on "Playable" and "NonPlayable".

II. Basic Algorithm

- => Media files has to be separated based on "Playable" or not.
- = Created "Playable" and "Nonplayable", "Player" and "Viewer".
- => Hold a list of Media to handle media on Dataset.
- => Observable class holds observers.
- => Observers hold media separated based on "Playable" or not.
- => Each observer holds a list of their observe type media.
- => next, previous, currently Playing methods to handle media.
- => Info methods to print information.

