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| **Pla** |
|---|
| + play(Song): Voi |
| + pause(Song): V |
| + stop(Song): Voi |
| + estaReproducie |

**MP3**

canciones: List<Song>
cancionActual: Song

+ getCanciones():List<Song>
+ setCanciones(List<Song>): Void
+ getCancionActual(): Song
+ setCanciónActual(): Song
+ New()
+ seleccionar(Song): Void
+ desSeleccionar(Song): Void

canciónActual

**Song**

state: Estado
reproductor: MP3

+ play(): Void
+ puase(): Void
+ stop(): Void
+ setState(Estado): Void
+ setReproductor(MP3): Void
+ New()
+ getState(): Estado

iniciar()

**Estado**

+ play(Song): Void
+ pause(Song): Void
+ stop(Song): Void
+ estaReproduciendo(): bool
+ estaEnPausa(): Boolean
+ estaEnStop(): Boolean

Extends

Extends

Extends

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oid
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ndo(): Boolean

**Pause**

+ play(Song): Void
+ pause(Song): Void
+ stop(Song): Void
+ estaEnPausa(): Boolean

**Stop**

+ play(Song): Void
+ pause(Song): Void
+ stop(Song): Void
+ estaEnStop(): Boolean