IAudioChannel
- ⊕ acceptAudioPacket()

audio

AudioDevice

control

IDevice
- ⊕ play()
- ⊕ stop()

IDevice
- ⊕ play()
- ⊕ stop()

controllers

DeviceController

```
component AudioDevice is−placeholder
{
    ports:
        audio requires  IAudioChannel;
        control provides  IDevice;
}

component DeviceController
    implementation−class audiosoft.DeviceController
{
    ports:
        controllers is−ordered requires  IDevice;
}
```