

```

package miniplayertest;

import java.net.URL;

public class BasicPlayer {

    public static final int UNKNOWN = 0;
    public static final int OPENED = 1;
    public static final int PLAYING = 2;
    public static final int STOPPED = 3;

    int status;
    double gain;

    public BasicPlayer() {
        System.out.println("MBP - Creating BasicPlayer object with status
UNKNOWN");
    }

    public void open(URL url) {
        status = OPENED;
        System.out.println("Opening URL " + url);
    }
    public int getStatus() {
        System.out.println("MBP - Getting status - status is " + status);
        return status;
    }

    public void play() throws BasicPlayerException {
        if(status == PLAYING)
            stop();

        status = PLAYING;
        System.out.println("Playing...");
    }

    public void stop() throws BasicPlayerException {
        status = STOPPED;
        System.out.println("Stopping play");
    }
    public void setGain(double d) {

        gain = d;
        System.out.println("Setting gain to " + gain);
    }

    public void resume() throws BasicPlayerException {

        System.out.println("Resuming playback");
    }

}

```

