

```
interface AudioOutput {  
    void play(String sound);  
}
```

```
class AudioManager {  
    List<AudioOutput> outputs = new ArrayList<>();  
  
    void registerOutput(AudioOutput output) {  
        outputs.add(output);  
    }  
  
    void playSound(String sound) {  
        for (AudioOutput output : outputs) {  
            output.play(sound);  
        }  
    }  
}
```