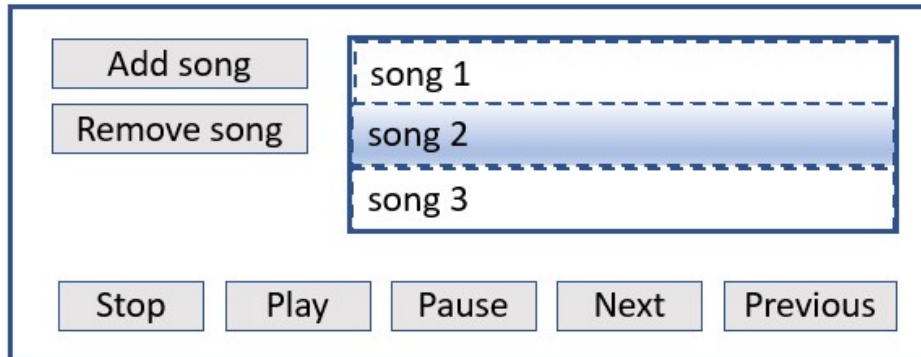


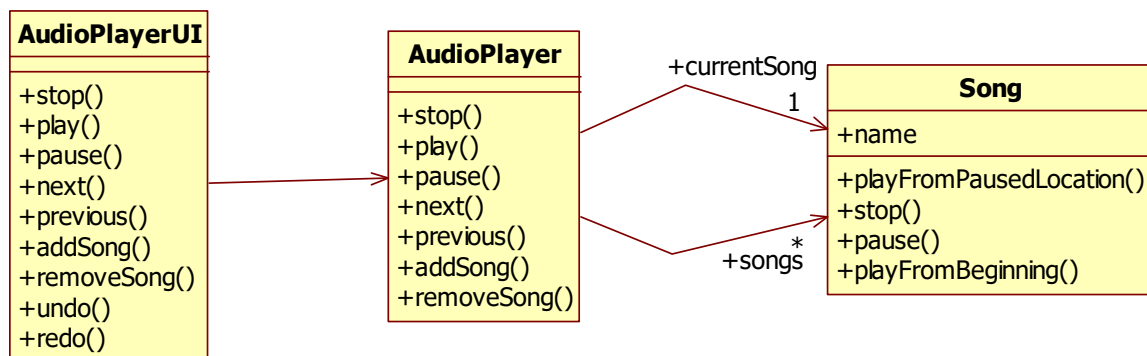
## Question 2 {40 minutes}

Suppose you need to design and implement an audio player that has the following user interface:

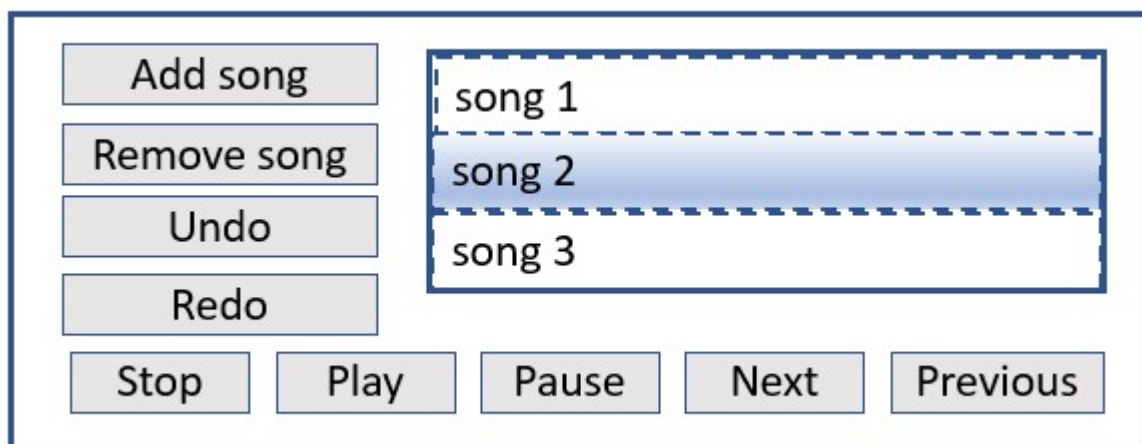


You can add and remove songs to a list, and the buttons **Stop**, **Play** and **Pause** operate at the selected song. You can change the selected song with the **Next** and **Previous** buttons.

Your first design looks like this:



But now you get a new requirement that the audio player also need **undo/redo** support.



Draw the **sequence diagram** that shows clearly how your new design works. Suppose the last action that is done is clicking the Stop button. So your sequence diagram starts when the audio player is in the Stop state. Show the sequence diagram of the following user actions:

1. The customer clicks the Play button
2. The customer clicks the Pause button
3. The customer clicks the Undo button
4. The customer clicks the Redo button

Only draw the **sequence diagram**. You do **NOT** need to draw the class diagram.

