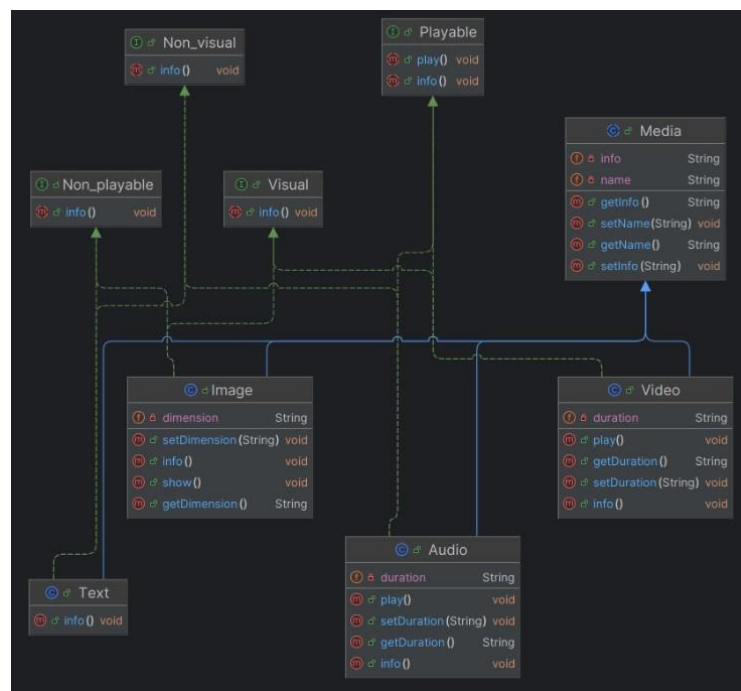The Dataset issues events of interest to other objects. These events occur when the publisher changes its state or execute. Dataset contains a subscription infrastructure that lets new subscribers join and current subscribers leave the list. Dataset implements the Subject interface's methods to add or the Media objects and control subscriptions or notify the observers. If the observers registered the Dataset, They will be informed the changing in Dataset as long as the changing about their type (Playable or Non Playable). Subscribers have update method to be informed the changing in Dataset, and They need a information about the event(adding or removing). For this reason, Dataset sends some context data as arguments of notificaiton method to inform subscribers about the event.

This is the diagram of the objects, which are stored in the Dataset and Observers. Since objects share the same data, They inherited from a upper class called a Media. Media class stores the information and name of the object in itself. In addition, They implements some of interfaces according to their features.

Text: non-visual, non-playable	Audio: non-visual, playable
Video: visual, playable	Image: visual,non-playable

Getters and setters are implemented in classes properly.

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