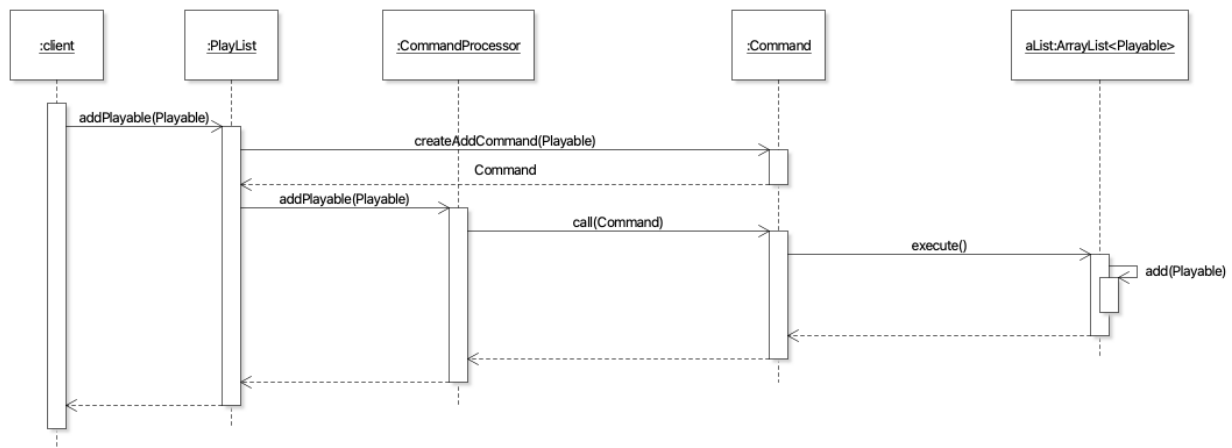


- The Prototype Design Pattern is used for the DefaultPlayable class. This allows polymorphic instantiation by polymorphically copying the desired object. Each Playable object has a clone() method that can return a copy of itself as a reference for the DefaultPlayable object.
- The Command Design Pattern is used for the modified addPlayable, removePlayable, setName, and shuffle methods because we need to manage these commands in order to achieve undoing and redoing of these methods.
- The line and branch coverage are shown below:

Element	Class, %	Method, %	Line, %	Branch, % ▼
CommandProcessor	100% (1/1)	100% (4/4)	100% (23/...	100% (4/4)
Command	100% (0/0)	100% (0/0)	100% (0/0)	100% (0/0)
DefaultPlayableManager	100% (1/1)	100% (2/2)	100% (4/4)	100% (0/0)
DefaultPlayableTest	100% (1/1)	100% (5/5)	100% (29/...	100% (0/0)
Playable	100% (0/0)	100% (0/0)	100% (0/0)	100% (0/0)
PlaylistTest	100% (1/1)	100% (26/...	100% (146/...	100% (0/0)
Podcast	100% (2/2)	56% (9/16)	65% (23/35)	100% (0/0)
Playlist	100% (5/5)	93% (29/31)	88% (55/62)	50% (7/14)

Sequence diagram for addPlayable(pPlayable):



Sequence diagram for undo() after addPlayable(pPlayable):

