

sd Collaboration8:Interaction1::Button_Full_Of_Status_Bar
sd Button_Full_Of_Status_Bar



Lifeline1: VideoScreen

Lifeline2: VideoPlayerController

Lifeline4: VideoPlayerModel

Lifeline3: Actor1

1 : click to full button

2 : getPlayerModel():VideoPlayerModel *

3 : VideoPlayerModel*

4 : setFullScreenStatus(bool)

5 : bool

6 : updateWidth()

7 : updateHeight()

