MeidaStreamTrack是媒体流的一部分

```java
//它的两种状态分别是工作状态和结束状态
public enum State { LIVE, ENDED }
```

```java
// 构造方法，在创建MediaStream的时候，需要传入一个nativeTrack
final long nativeTrack;

public MediaStreamTrack(long nativeTrack) {
  this.nativeTrack = nativeTrack;
}
```

```java
//这里面的方法和native层的方法是一一对应的
//获取Id
public String id() {
  return nativeId(nativeTrack);
}

//获取类别
public String kind() {
  return nativeKind(nativeTrack);
}

//获取是否被mute
public boolean enabled() {
  return nativeEnabled(nativeTrack);
}

//mute或者取消
public boolean setEnabled(boolean enable) {
  return nativeSetEnabled(nativeTrack, enable);
}

//获取当前的状态
public State state() {
  return nativeState(nativeTrack);
}

//释放掉
public void dispose() {
  free(nativeTrack);
}

private static native String nativeId(long nativeTrack);

private static native String nativeKind(long nativeTrack);

private static native boolean nativeEnabled(long nativeTrack);

private static native boolean nativeSetEnabled(long nativeTrack, boolean enabled);

private static native State nativeState(long nativeTrack);

private static native void free(long nativeTrack);
```