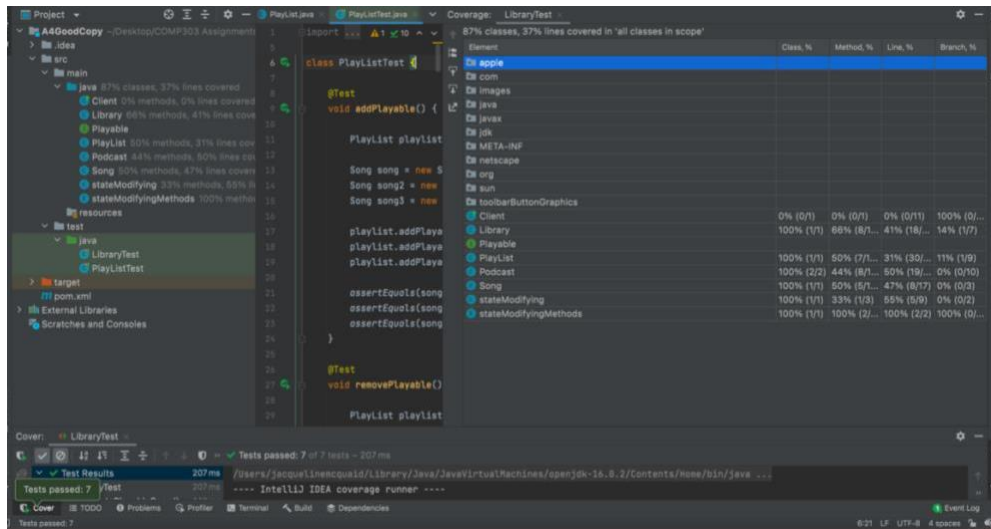
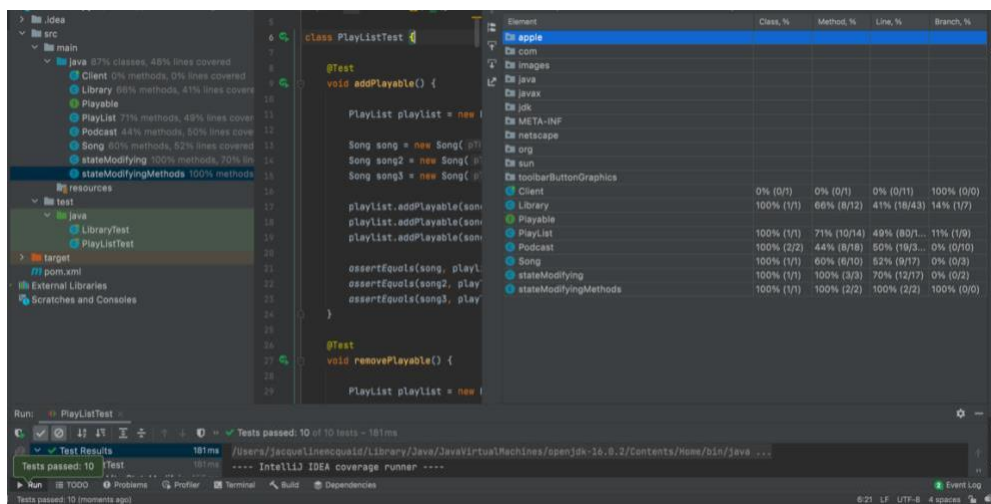


I used the prototype design pattern to create a default playable object during runtime. I set the default playable to the song Bohemian Rhapsody by Queen to ensure it does not equal null if the client does not specify. Instead of using cloneable, I added a copy method to the Playable interface and implemented this method in all of the playable objects. This is easier code to understand and is safer than the clone() method. I used a design similar to the command design pattern, however I stored two stacks as fields to store the previous commands (state-modifying objects) which will allow me to perform the undo and redo methods. I also have extra fields to keep track of whether previous methods were state-modifying or not.

LibraryTest Coverage:



PlaylistTest Coverage:



Sequence Diagram:

