MediaObjectFactory

- -memberName
- +GetMediaObject(string path): ImediaObject
- -memberName
- -memberName
- -memberName

AbastactMediaObject

#state: PlayState

#currentPlayPosition: double

#path: string

- +Play()
- +Pause()
- +IncreaseSpeed()
- +DecreaseSpeed()
- +SkipBack()
- +SkipForward()

DVDMediaObject

library media object ????

- +Play()
- +Pause()
- +IncreaseSpeed()
- +DecreaseSpeed()
- +SkipBack()
- +SkipForward()

WAVMediaObject

library media object ????

- +Play()
- +Pause()
- +IncreaseSpeed()
- +DecreaseSpeed()
- +SkipBack()
- +SkipForward()

MP3MediaObject

library media object ????

- +Play()
- +Pause()
- +IncreaseSpeed()
- +DecreaseSpeed()
- +SkipBack()
- +SkipForward()