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**UML State-Change-Model:**



The system can be in three states (excluding the initial and final states): Home State, DVD Mode and Internet Mode. Pressing the following buttons force the system to transit from one state to another: PowerBtn, PlayBtn, InternetBtn.

Both initial and final states represent the turned off player. Pressing PowerBtn turns the player on (transition from the initial state to Home State) if it was turned off and turns the player off (transition from any of the three above mentioned states to the final state) if it was turned on and doing something.

**UML Class Diagram:**

