**Play Media**

User -> Main: enter file name, rendering choice

Main -> BasicMediaPlayer: new(renderer)

Main -> [if yes] SubtitleDecorator: new(player)

Main -> [if yes] EqualizerDecorator: new(player)

Main -> [if yes] WatermarkDecorator: new(player)

Main -> Playlist: add(MediaItem with LocalFileSource)

Main -> Playlist: add(sub-Playlist with CachingProxySource)

Main -> Playlist: play()

Playlist -> MediaItem: play()

MediaItem -> DecoratedPlayer: play(LocalFileSource)

DecoratedPlayer -> LocalFileSource: getMediaData()

LocalFileSource --> DecoratedPlayer: "Local file data from: file"

DecoratedPlayer -> Renderer: render(data)

Renderer --> DecoratedPlayer: rendered

[Decorators] -> DecoratedPlayer: apply effects (e.g., "Subtitles enabled.")

DecoratedPlayer --> MediaItem: played

MediaItem --> Playlist: done

Playlist --> Main: playlist played

Main -> Console: "Now Playing ---" + rendering details

**Apply Decorator Stack**

User -> Main: enable subtitles, equalizer, watermark

Main -> BasicMediaPlayer: new(SoftwareRenderer)

Main -> SubtitleDecorator: new(BasicMediaPlayer)

Main -> EqualizerDecorator: new(SubtitleDecorator)

Main -> WatermarkDecorator: new(EqualizerDecorator)

Main -> MediaItem: new(LocalFileSource, WatermarkDecorator)

Main -> MediaItem: play()

MediaItem -> WatermarkDecorator: play(LocalFileSource)

WatermarkDecorator -> EqualizerDecorator: play(LocalFileSource)

EqualizerDecorator -> SubtitleDecorator: play(LocalFileSource)

SubtitleDecorator -> BasicMediaPlayer: play(LocalFileSource)

BasicMediaPlayer -> LocalFileSource: getMediaData()

LocalFileSource --> BasicMediaPlayer: "Local file data from: file"

BasicMediaPlayer -> SoftwareRenderer: render(data)

SoftwareRenderer --> BasicMediaPlayer: rendered

BasicMediaPlayer --> SubtitleDecorator: played

SubtitleDecorator --> EqualizerDecorator: "Subtitles enabled."

EqualizerDecorator --> WatermarkDecorator: "Equalizer effect applied."

WatermarkDecorator --> MediaItem: "Watermark applied."

MediaItem --> Main: playback complete