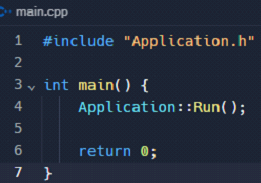
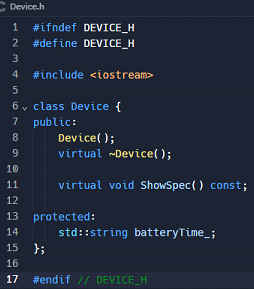
⦁ main.cpp:



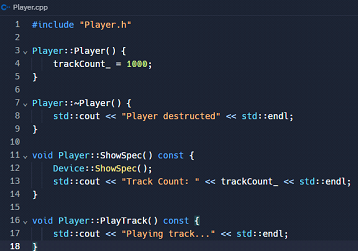
Device.cpp:



Device.h:



Player.cpp:



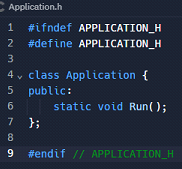
Player.h:



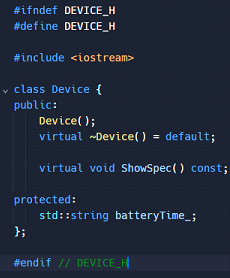
Application.cpp:



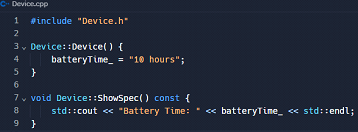
Application.h:



Device.h:

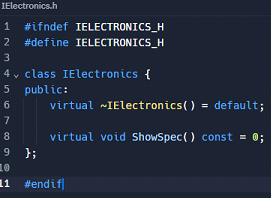


Device.cpp:

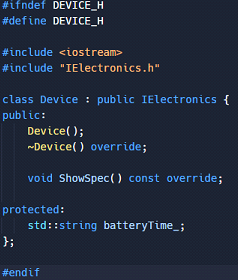


3.

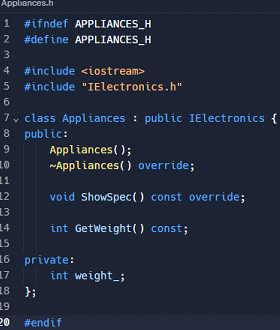
IElectronics.h:



Device.h:



Appliances.h:



Appliances.cpp:

