A media player can play media files of type mpeg, mp3 and wav. All these files have certain attributes in common like duration, file size and the file content (can be an integer array). The common methods are computeDuration() and computeFileSize(). Specific files have decode() function to decode the file. A media player should support load() and play() functions. play() function make use of decode() function to decode the file. The load functionality accepts a filename (string) and the type of the file. Make use of inheritance and generics to model this scenario.