

PlayerControl

```
classDiagram
    class PlayerControl {
        playPause()
        stop()
        started()
        stopped()
        paused()
        doStart()
        doStop()
        doPause()
        sayPlay()
        sayStop()
        sayPause()
    }
    class PlayerControl {
        <<stateful>>
        +playPause()
        +stop()
        +started()
        +stopped()
        +paused()
        +doStart()
        +doStop()
        +doPause()
        +sayPlay()
        +sayStop()
        +sayPause()
    }
```

The diagram shows a class named PlayerControl with two columns of methods. The left column contains playPause, stop, started, stopped, and paused. The right column contains doStart, doStop, doPause, sayPlay, sayStop, and sayPause. The class is represented by a light blue rounded rectangle at the top, and the methods are represented by yellow rectangles with black borders, connected by vertical lines.

playPause

stop

started

stopped

paused

doStart

doStop

doPause

sayPlay

sayStop

sayPause