

# World

inRead  
InputReader

playPause

stop

started

stopped

paused

cntrl  
PlayerControl

playPause

stop

started

stopped

paused

doStart

doStop

doPause

sayPlay

sayStop

sayPause

acmeCntrl  
AcmeControl

doStart

doStop

doPause

uiOut  
ConsoleOut

sayPlay

sayStop

sayPause