# CS 255 Computer Science II Spring, 2022

1. **Assignment #3**
2. **Value: 20 points**

Create a C++ class that will store information about a board game. The member variables should include the game's description (a string), the minimum number of players (integer), the maximum number of players (integer), the minimum age to play (integer), and the retail price of the game (double).

You should add a member function that sets the game's description and a member function that retrieves the game's description. Similarly, you should do the same for the other four member variables. A final member function should be added that will print the value of all five member variables. Print associated labels with each item and format appropriately.

Write a main driver function that creates at least three board game objects. It should demonstrate that all eleven member functions are working correctly. Add output statements so that it is clear what is happening when your program executes.

Using the software tool of your choice, create a UML diagram of your class description.

**FOR FULL CREDIT**, submit: (1) the source code (.cpp file) of your program with comment header at the top, and (2) a UML diagram of the class description (.doc or .pdf file).