Automatic unit test class diagram design.

CustomerTest

- +setupStage1(): Customer
- +setupStage1(id:String, wishList:ArrayList<String>, name:String):Customer
- +setupStage1(id:String,name:String,spendTime:double, wishList:ArrayList<String>):Customer
- +testCustomer():void
- +testSettersAndGetters():void
- +testAddElementToWishList():void
- +testSortWishListByInsertion():void
- +testSortWishListBySelection():void

GameStoreTest

- +setupStage1():GameStore
- +testSettersAndGetters():void
- +testSearchCustomer():void
- +testAddCustomer():void
- +testSortCustomersWishList():void

Shelf

- +setupStage1():
- +testSettersAndGetters():void
- +testGetGamesLocation():void

HashTableTest

- +setupStage1():HashTable<K,V>
- +testInsert():void
- +testSearch():void
- +testDelete():void

StackTest

- +setupStage1():Stack<T>
- +testTop():void
- +testPush():void
- +testPop():void
- +isEmpty():void

QueueTest

- +setupStage1():Queue<T>
- +test/sEmpty():void
- +testEnqueue():void
- +testFront():void
- +testDequeue():void