model

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

StackTest

+setupStage1():Stack<T>

+testTop():void

+testPush():void

+testPop():void

+isEmpty():void

QueueTest

+setupStage1():Queue<T>

+testIsEmpty():void

+testEnqueue():void

+testFront():void

+testDequeue():void

HashTableTest

+setupStage1():HashTable<K,V>

+testInsert():void

+testSearch():void

+testDelete():void

+testGetKeys():void

StackTest

+setupStage1():Shelf

+testAddGame():void

+testDeleteGame():void

+testSettersAndGetters():void