

## Tarea 3

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Las Clases corresponden a las capas de Negocios  
y Datos

Music
<ul style="list-style-type: none"><li>- serialVersionUID: static final long = 1L</li><li>- SKU: String</li><li>- title: String</li><li>- year: String</li><li>- artist: String</li><li>- genre: String</li><li>- type String</li></ul>
<ul style="list-style-type: none"><li>+ Music()</li><li>+ Music(SKU, title, year, artist, genre, type)</li><li>+ getSKU() : String</li><li>+ setSKU(SKU : String)</li><li>+ getTitle() : String</li><li>+ setTitle(title : String)</li><li>+ getYear() : String</li><li>+ setYear(year : String)</li><li>+ getArtist() : String</li><li>+ setArtist(artist : String)</li><li>+ getGenre() : String</li><li>+ setGenre(genre : String)</li><li>+ getType() : String</li><li>+ setType(type : String)</li></ul>

Video
<ul style="list-style-type: none"><li>- serialVersionUID: static final long = 1L</li><li>- SKU: String</li><li>- title: String</li><li>- year: String</li><li>- artist: String</li><li>- rating: String</li><li>- type : String</li></ul>
<ul style="list-style-type: none"><li>+ Video()</li><li>+ Video(SKU, title, year, artist, rating, type)</li><li>+ getSKU() : String</li><li>+ setSKU(SKU : String)</li><li>+ getTitle() : String</li><li>+ setTitle(title : String)</li><li>+ getYear() : String</li><li>+ setYear(year : String)</li><li>+ getArtist() : String</li><li>+ setArtist(artist : String)</li><li>+ getRating() : String</li><li>+ setRating(rating : String)</li><li>+ getType() : String</li><li>+ setType(type : String)</li></ul>

VideoGame
<ul style="list-style-type: none"><li>- serialVersionUID: static final long = 1L</li><li>- SKU: String</li><li>- title: String</li><li>- year: String</li><li>- edition: String</li><li>- rating: String</li><li>- console: String</li></ul>
<ul style="list-style-type: none"><li>+ VideoGame()</li><li>+ VideoGame(SKU, title, year, edition, rating, console)</li><li>+ getSKU() : String</li><li>+ setSKU(SKU : String)</li><li>+ getTitle() : String</li><li>+ setTitle(title : String)</li><li>+ getYear() : String</li><li>+ setYear(year : String)</li><li>+ getEdition() : String</li><li>+ setEdition(edition : String)</li><li>+ getRating() : String</li><li>+ setRating(rating : String)</li><li>+ getConsole() : String</li><li>+ setConsole(console : String)</li></ul>

MusicManager
<ul style="list-style-type: none"><li>- musicList : LinkedList&lt;Music&gt;</li><li>- data : DataArchivo</li></ul>
<ul style="list-style-type: none"><li>+ MusicManager()</li><li>+ add(music : Music)</li><li>+ edit(music : Music)</li><li>+ remove(music : Music)</li><li>+ search(music : Music)</li><li>+ getMusicList() : LinkedList&lt;Music&gt;</li></ul>

VideoManager
<ul style="list-style-type: none"><li>- videosList : LinkedList&lt;Video&gt;</li><li>- datos : DataArchivo</li></ul>
<ul style="list-style-type: none"><li>+ VideoManager()</li><li>+ add(video : Video)</li><li>+ edit(video : Video)</li><li>+ remove(video : Video)</li><li>+ search(video : Video)</li><li>+ getVideosList() : LinkedList&lt;Video&gt;</li></ul>

VideogameManager
<ul style="list-style-type: none"><li>- videogamesList : LinkedList&lt;Videogame&gt;</li><li>- datos : DataArchivo</li></ul>
<ul style="list-style-type: none"><li>+ VideogameManager()</li><li>+ add(videogame : Videogame)</li><li>+ edit(videogame : Videogame)</li><li>+ remove(videogame : Videogame)</li><li>+ search(videogame : Videogame)</li><li>+ getVideogamesList() : LinkedList&lt;Videogame&gt;</li></ul>

DataArchivo
<ul style="list-style-type: none"><li>- DATOS : static DataArchivo = null</li><li>- valores : TreeMap&lt;String, Object&gt;</li><li>- archivo : final String = "data.dat"</li></ul>
<ul style="list-style-type: none"><li>- DataArchivo()</li><li>+ getInstancia() : static DataArchivo</li><li>+ add(key : String, value : Object)</li><li>+ edit(key : String, value : Object)</li><li>+ get(key : String) : Object</li><li>+ load()</li><li>+ save()</li></ul>