model

StoreTest

-store : Store

+setupScenary1(): void +setupScenary2(): void

+setupScenary3(): void

+testRegisterVideoGame(): void

+testRegisterVideoGame2(): void

+testRegisterVideoGame3(): void

+testAddVideoGameClient(): void +testAddVideoGameClient2(): void

+testAddVideoGameClient3(): void

+testSearchClient() : void

+testSearchClient2(): void

+testSearchClient3(): void

+testGetVideoGameInfo(): void

+testGetVideoGameInfo2(): void +testGetVideoGameInfo3(): void

dataStructures

LinkedListTest

+setupScenary1() : LinkedList<Shelf>

+testAdd() : void +testAdd2() : void +testAdd3() : void +testRemove2() : void +testRemove3() : void

QueueTest

+setupScenary1() : Queue<Client> +testEnqueue() : void +testEnqueue2() : void +testEnqueue3() : void +testDeuqueue() : void +testDeuqueue2() : void +testDeuqueue3() : void

HashTableTest

+setupScenary1(): HashTable<Integer, VideoGame> +setupScenary2() : HashTable<Integer, VideoGame> +setupScenary3() : HashTable<Integer, VideoGame>

+testInsert() : void +testInsert2() : void +testInsert3() : void

StackTest

+setupScenary1(): Stack<VideoGame>

+testPush() : void +testPush2() : void +testPush3() : void +testPop() : void +testPop2() : void +testPop3() : void