```
 _____
|           GameLibrary                          |
|_____|
| - games: List<Game>                            |
|_____|
| + addGame(game: Game): void                    |
| + removeGame(game: Game): void                 |
| + getGames(): List<Game>                       |
|_____|


 _____
|         Game                  |
|_____|
| - title: String              |
| - developer: String          |
| - genre: String              |
| - releaseDate: Date          |
| - rating: int                |
|_____
| + getTitle(): String                           |
| + setTitle(title: String): void                |
| + getDeveloper(): String                       |
| + setDeveloper(developer: String): void        |
| + getGenre(): String                           |
| + setGenre(genre: String): void                |
| + getReleaseDate(): Date                       |
| + setReleaseDate(releaseDate: Date): void      |
| + getRating(): int                             |
| + setRating(rating: int): void                 |
|_____|
```