GamesService

- games: List<Game>
- nextGameId: long
- instance: GameService
- Gameservice()

+ getInstance(): GameService
+ addGame(name: String): Game
+ getGame(index: int): Game
+ getGame(id: long): Game
+ getGame(name: String): Game
+ getGameCount(): int

0..*

Game

- id: long
-name: String

+ getId(): long
+ getName(): String
+ toString(): String

ProgramDriver

+ main()

<<uses>>

SingletonTester

+ testSingleton()