**CS 230 Project One Milestone UML Diagram Text Version**

**Instructions**

This document contains underlined text and symbols used in code. If you use a screen reader, please adjust your screen reader verbosity settings.

This UML Class Diagram shows four rectangles (or classes).

**GameService Class**

A class titled GameService is divided into three horizontal rows.

|  |
| --- |
| **GameService** |
| **-games: List<Game>**  **-nextGameId: long**  **-nextPlayerId: long**  **-nextTeamid: long**  **-service: gameService** |
| **-GameService()**  **+ getInstance(): GameService**  **+ getGame (id: long): Game**  **+ getGame [name:String]: Game**  **+ getGameCount(): int**  **+ getNextPlayerId(): long**  **getNextTeamId(): long**  **+ addGame(name: String): Game**  **+ getGame(index: int): Game**  **+ getGameCount(): int** |

**Game Class**

A class titled Game is divided into three horizontal rows.

|  |
| --- |
| **Game** |
| **-id: long**  **-name: String** |
| **+ getId(): long**  **+ getName(): String**  **+ toString(): String** |

A straight horizontal line connects the “GameService” class to the “Game” class and is denoted with “0...\*”.

**ProgramDriver Class**

A class titled ProgramDriver is divided into three horizontal rows.

|  |
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| ProgramDriver |
|  |
| + main() |

**SingletonTester Class**

A class titled SingletonTester is divided into three horizontal rows.

|  |
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| SingletonTester |
|  |
| + testSingleton() |

A straight horizontal line with a closed arrow points from the “ProgramDriver” class to the “SingletonTester” class and is denoted as <<uses>>.