

coms309.GamePost.GamePost

- + GamePost()
- + void setId(int id)
- + void setCreated_by
(Users created_by)
- + void setMax_players
(int maxPlayers)
- + void setMin_players
(int minPlayers)
- + void setPlaying_on
(String playingOn)
- + void setCreated_on
(String createdOn)
- + boolean getIs_deleted()
- + void setIs_deleted
(boolean is_deleted)
- + void setPlayersSignedUp
(Users user)
- + void setLocation(Location
location)
- + void setPlayersSignedUp
(Set< Users > playersSignedUp)
- + void setComment(Set
< Comment > comment)
- + void setSport(Sport
sport)
- + void removePlayerSignedUp
(Users user)