

Activity 1:

Package 1: Game Search Engine Users

Entities: Customers, Game developers

Package 2: Items

Entities: Games, Game companies, Tags

Package 3: Transactions

Entities: Buy, rent, return

Activity 2:

Code snapshot:

// implementation of an inheritance tree among package 1

// package 1: Game Search engine users

// Parent class: account

public class User {

String name;

String email;

String preferredPlatform; //what type the player wants to find or what type the company

usually designs for.

String [] tags;

public User (String name, String email, String preferredPlatform, String[]tag) {

this.name = name;

this.email = email;

this.preferredPlatform = preferredPlatform;

```

        for (int i = 0; i < tags.size(); i++){

            this.tags[i] = tag[i]

        }

    }

}

// first child class

public class Customers extends User {

    int age;

    public Customers (String name, String email, String preferredPlatform, String [] tag, int age) {

        super(name, email, preferredPlatform, tag);

        this.age = age;

    }

}

// 2nd child class

public class Gamedevs extends User {

    int targetAge;

    int averageMaturityRating;

    String organisation;

    public Gamedevs (String name, String email, String preferredPlatform, String [] tag, int tAge,
int avgmaturity, String org) {

        super(name, email, preferredPlatform, tag);

        this.targetAge = tAge;

        this.averageMaturityRating = tAge;

```

```
this.organisation = org;
```

```
}
```

```
}
```