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This class is meant to create a computer, using an amount of CPU cores, an amount of Ram in gigabytes, and a determined Nvidia brand graphics card.
It contains 3 mutators, 3 accessors, as well as 2 constructors (one default and one using determined variables), and a destructor.

Computer
-RamAmount: int -CpuCores: int -NvidiaCard: string
+setRamAmountGB(int ramAmountGB): void +setNvidiaCard(string card): void +setCpuCoresAmount(int coreAmount): void +getCpuCoresAmount() const: int +getRamAmountGB() const: int +getNvidiaCardModel() const: string Computer() Computer(string card, int ramAmountGB, int coreAmount) ~Computer()

Business Rules:
- CpuCores can only be 2 to 32