public class Game {

private String title;

private String zonar;

private int playCount;

private double rating;

private boolean familyFriendly;

private String platform;

// Constructor

public Game(String title, String zonar, int playCount, double rating, boolean familyFriendly, String platform) {

this.title = title;

this.zonar = zonar;

this.playCount = playCount;

this.rating = rating;

this.familyFriendly = familyFriendly;

this.platform = platform;

}

public String getTitle() {

return title;

}

public void setTitle(String title) {

this.title = title;

}

public String getZonar() {

return zonar;

}

public void setZonar(String zonar) {

this.zonar = zonar;

}

public int getPlayCount() {

return playCount;

}

public void setPlayCount(int playCount) {

this.playCount = playCount;

}

public double getRating() {

return rating;

}

public void setRating(double rating) {

this.rating = rating;

}

public boolean isFamilyFriendly() {

return familyFriendly;

}

public void setFamilyFriendly(boolean familyFriendly) {

this.familyFriendly = familyFriendly;

}

public String getPlatform() {

return platform;

}