class Main {

public static void main(String[] args) {

String title;

String[]zoner;

int playcount;

float rating;

boolean familyfriend;

String palymethod;

String summary;

Game(String title,

String zoner,

int palycount,

float rating,

boolean familyfriend,

String palymethod,

String summary){

this.title=title;

this.zoner=zoner;

this.play count=play count;

this.rating=rating;

this.familyfriend=familyfriend;

this.playmethod=playmethod;

this.summary=summary;

void details(){

System.out.println("Game title:"+title);

System.out.println("Game zoner:"+zoner);

System.out.println("Game playcount:"+playcoun);

System.out.println("Game rating:"+rating);

System.out.println("Game familyfriend:"+familyfriend);

System.out.println("Game playmethod:"+playmethod);

System.out.println("Game summary:"+summary);

};

System.out.println();

System.out.println(x:"--------------");

}

}

public class main{

public static void main(String[]args){

game g1=new game("free fire",20,4.0f:"familyfriend",25,"good",new String[]"free fire","pubg,"shoot"));

g1.details[];

}

}