1.

Class 1:gameDefinition class is where I made all of my variables, get methods, and set methods. I created this class in order to validate user input, and to keep count of how many games were being added as objects.

Class 2: gameImplementation is where I created my menu and my methods that would do everything in the menu, and add my array that takes in all the values needed to do what the program asks.

2.Data definition class

2.

Table

Description automatically generated

3.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Method Name | inputGame() | removeGames() | sellTickets() | Search() | printList() |
| purpose | Allows users to add a game object to the array | Allows the user to remove a game object from the array | Allows the user to sell tickets and add it to the array | Searches the array for the game ID | Prints out the contents of the array |
| inputs | none | Games[] | Games[] | Games[],searchGame | Games[] |
| return | Variable g | No return, but removes object from array | No return, but adds the premium and general tickets to the array object | Returns index | No return, but outputs the contents of the array |
|  |  |  |  |  |  |