

BoardGame
<ul style="list-style-type: none">- description: string- minPlayers: int-maxPlayers: int- minAge: int- price: double
<ul style="list-style-type: none">+setDescription(string):void+getDescription() const:string+setMinPlayers(int):void+getMinPlayers() const:string+setMaxPlayers(int):void+getMaxPlayers() const:int+setMinAge(int):void+getMinAge() const:int+setPrice(double):void+getPrice() const:double+setBoardGame(string, int, int, int, double):void+updatePrice(double):void