

## ***03ObjectsAnalisis***

### ***Team 03: JavaMasters***

#### **1. Accessory**

Attributes.

- -name: String;
- -id: String;
- -price: double;
- -color: String;

#### **2. Console**

Attributes.

- -id: String;
- -name: String;
- -price: float;
- -pegi: int;

#### **3. Toy**

Attributes.

- -id: String;
- -name: String;
- -size: double;
- -material: String;
- -price: int;

#### **4. Game**

Attributes.

- -name: String;
- -id: String;
- -material: String;
- -price: int;

#### **5. Menu**

Methods.

- printMenu();

## **6. UserName**

Attributes.

- -name: String;
- -password: String;
- -address: String;
- -email: String;
- -dateOfBirth: String;

## **7. VirtualGameStoreSystem**

Attributes.

- -UserManager user

## **8. AccessoryManager**

Methods.

- addAccessory(Accessory ArrayList);

## **9. ConsoleManager**

Methods.

- addConsole(Console ArrayList);

## **10. ToyManager**

Methods.

- addToy(Toy ArrayList);

## **11. GameManager**

Methods.

- addGame(Game ArrayList);

## **12. PayManager**

Attributes.

- -cardNumber: String;
- -date: String;
- -cardOwner: String;
- -code: String;

Methods.

- buyManager(String name, String password);
- searchItem(String id);
- confirmation(String cardNumber, String date, String cardOwner, String code);

### **13. UserManager**

Methods.

- `viewMenu();`
- `createAccount(String name, String password, String address, String email, String dateOfBirth);`
- `login(String name, String password);`