***03ObjectsAnalisys***

***Team 03: JavaMasters***

1. **Accessory**

Attributes.

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

1. **Console**

Attributes.

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

1. **Toy**

Attributes.

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

1. **Game**

Attributes.

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

1. **Menu**

Methods.

* printMenu();

1. **UserName**

Attributes.

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

1. **VirtualGameStoreSystem**

Attributes.

* -UserManager user

1. **AccessoryManager**

Methods.

* addAccessory(Accessory ArrayList);

1. **ConsoleManager**

Methods.

* addConsole(Console ArrayList);

1. **ToyManager**

Methods.

* addToy(Toy ArrayList);

1. **GameManager**

Methods.

* addGame(Game ArrayList);

1. **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);

1. **UserManager**

Methods.

* viewMenu();
* createAccount(String name, String password, String address, String email, String dateOfBirth);
* logIn(String name, String password);