

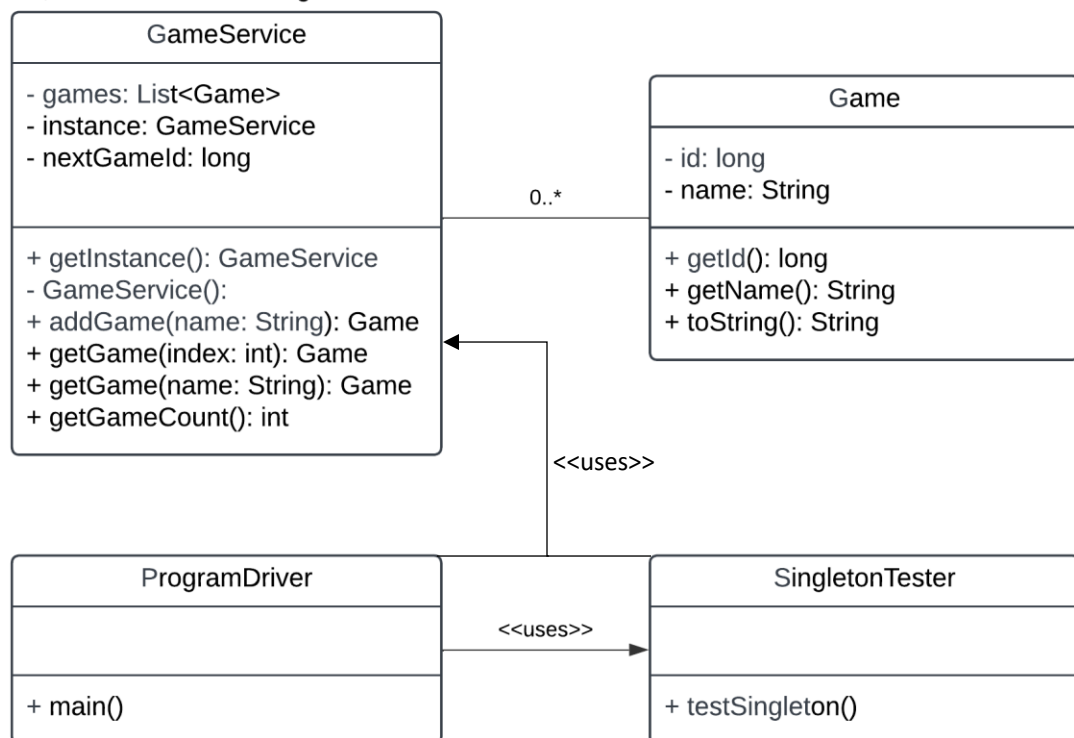
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Note:
The method "getGame(name: String): Game"
was not included within the original UML
provided, but existed in the original source code.



Explanation of patterns used (Singleton and Iterator) can be found in the GameService class file as notes.