games

+Name:string  
+ players:Int  
+ playername:string  
+ spectator name: string

<<precondition>>>

!containskey(key)

<<postcondition>>  
get(key)=entry

<<precondition>>  
IsPlayeraccepted=getNumPlayer()>1

<<precondition>>>

!IsPlayeraccepted(p)

-get NumPlayers() : int

+ acceptReqPlayer(p:Player)

+IsPlayerAccepted(p:Player):boolean

+ get games():List

<<precondition>>>

IsPlayeraccepted(p)

<<postcondition>>  
!IsPlayeraccepted(p)

<<postcondition>>  
get(list)=entry

<<precondition>>>

Containslist(list)

* In the above diagram + symbol denotes the public attribute which can be accessed by any class.
* - sign denotes the private attribute can be only be accessed by that class.
* In the above diagram the different attributes have declared with different types.
* Strings, Int are Attribute types.
* In the above diagram the NumPlayers() should be positive because with out any player the game will not run so in this class it is <<invariant>> which is set to getNumPlayers()>0.
* For the acceptReqPlayer(p:Player) the getNumPlayer()>1 because if a user play as single player in a game he will not able to accept the other user request because he is in single player mode so we get num players should be greater than one.