get remaining memory

User → om:OptionManager

om:OptionManager ⇢ manager:GameManager : «create»

om:OptionManager → manager:GameManager : getRemainingMemory()

manager:GameManager ⇢ om:OptionManager : totalMemory:double

om:OptionManager ⇢ User : result

show all games

User

om:OptionManager

manager:GameManager

«create»

showAllGames()

result

buy and install game
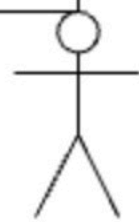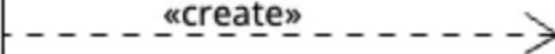
```
User          om:OptionManager      manager:GameManager        :Game

  │                  │                      │                    │
  │─────────────────▶│                      │                    │
  │                  │                      │                    │
  │                  │───────«create»──────▶│                    │
  │                  │                      │                    │
  │      ┌optional┐ game exists             │                    │
  │      │                                  │                    │
  │      │                         ┌optional┐ not purchased      │
  │      │  buyAndInstallGame(string name)  │                    │
  │      │───────────────────────────▶│     │  setPurchased(true)│
  │      │                            │     │───────────────────▶│
  │      │                            │     │  buy successfully   │
  │      │                            │     │◀- - - - - - - - - - │
  │      │                            │     │                    │
  │      │                                                        │
  │      │                         ┌optional┐ not installed      │
  │      │                            │     │  setInstalled(true) │
  │      │                            │     │───────────────────▶│
  │      │                            │     │ installed successfully
  │      │                            │     │◀- - - - - - - - - - │
  │      │                            │     │                    │
  │      │◀- - - - - - - - - - - - - - - - -│                    │
  │      result                             │                    │
  │◀- - - - - - - - - - - - - - - - - -      │                    │
```
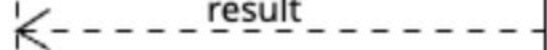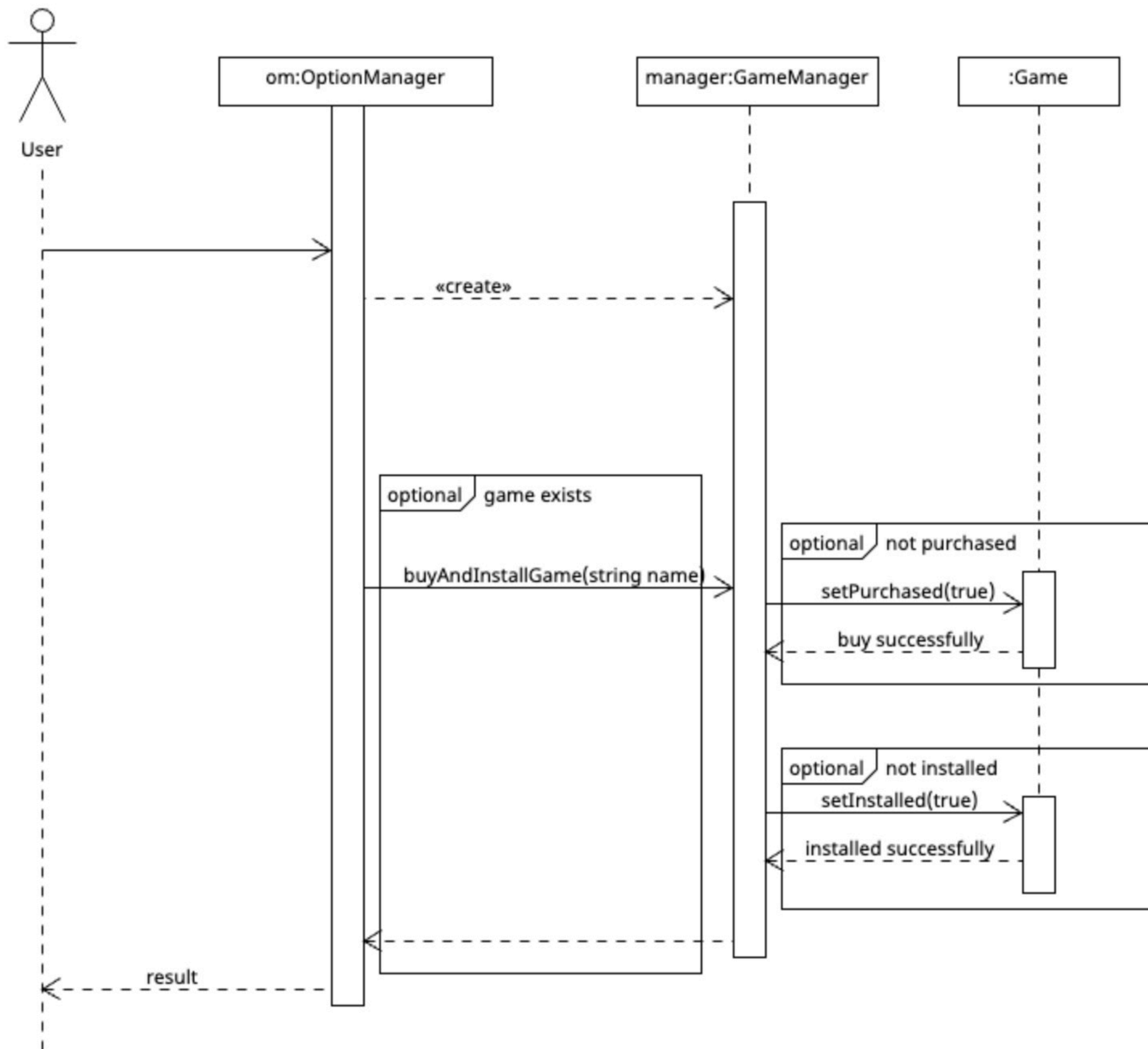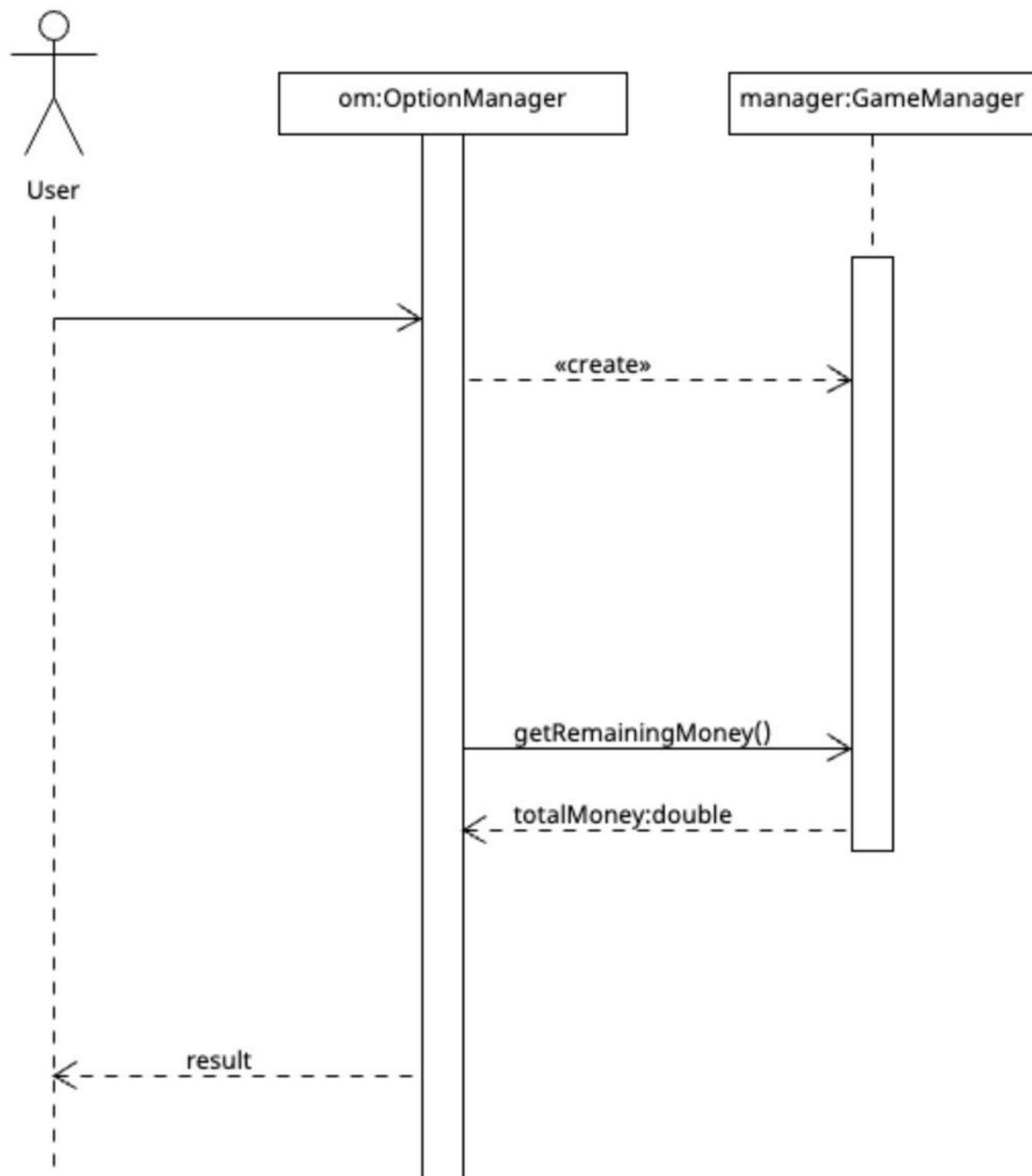
get remaining money

rate game

User

om:OptionManager

manager:GameManager

:Game

«create»

optional / game exists and 0=<rating=<5

rateGame(string name, double rate)

setRating(double newRating)

setRatingNum(int getRatingNum() + 1)

print out new rating

double newRating

result

uninstall game

User

om:OptionManager

manager:GameManager

:Game

«create»

optional / game installed

uninstallGame(string name)

setInstalled(false)

set successfully

result
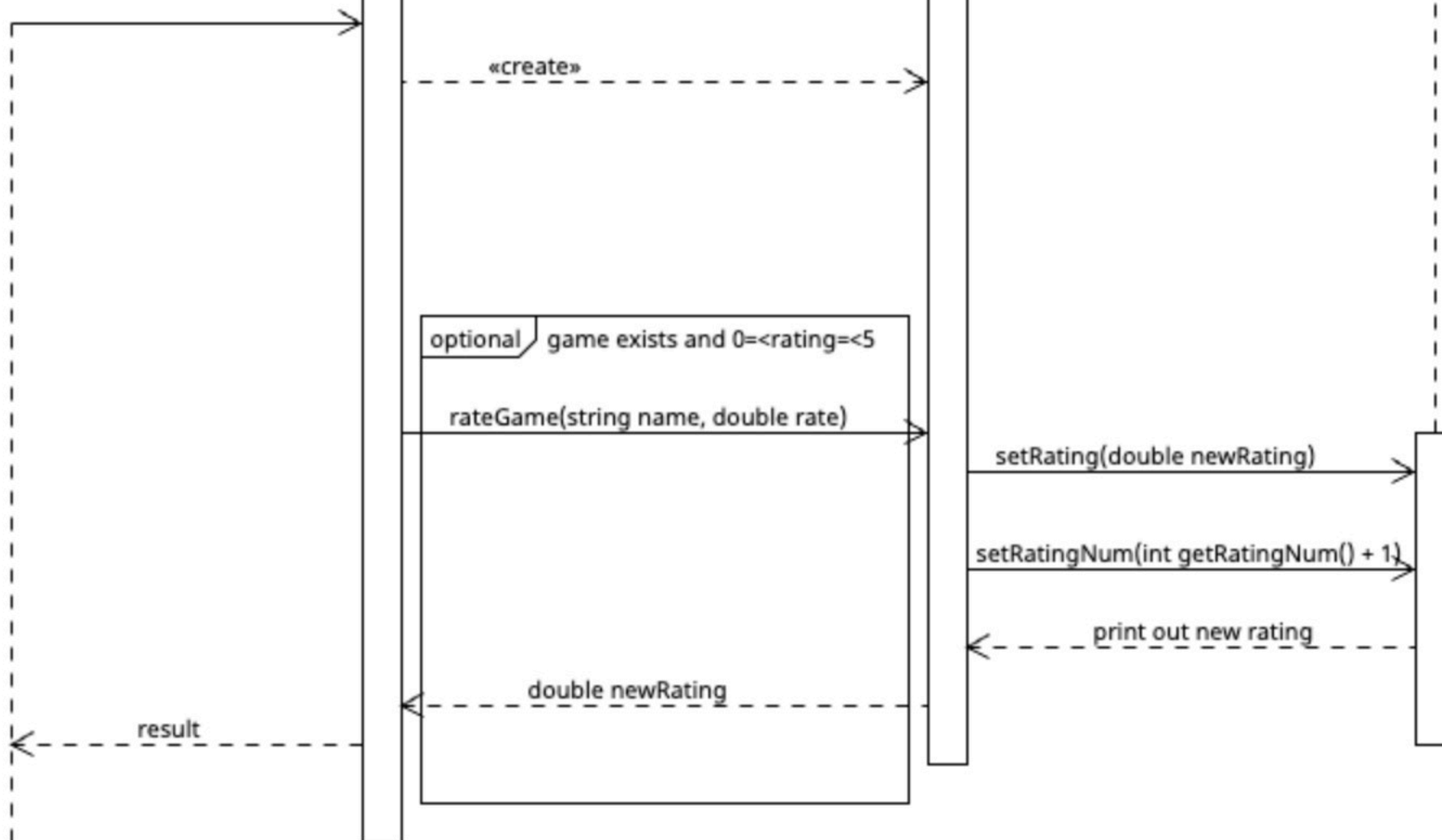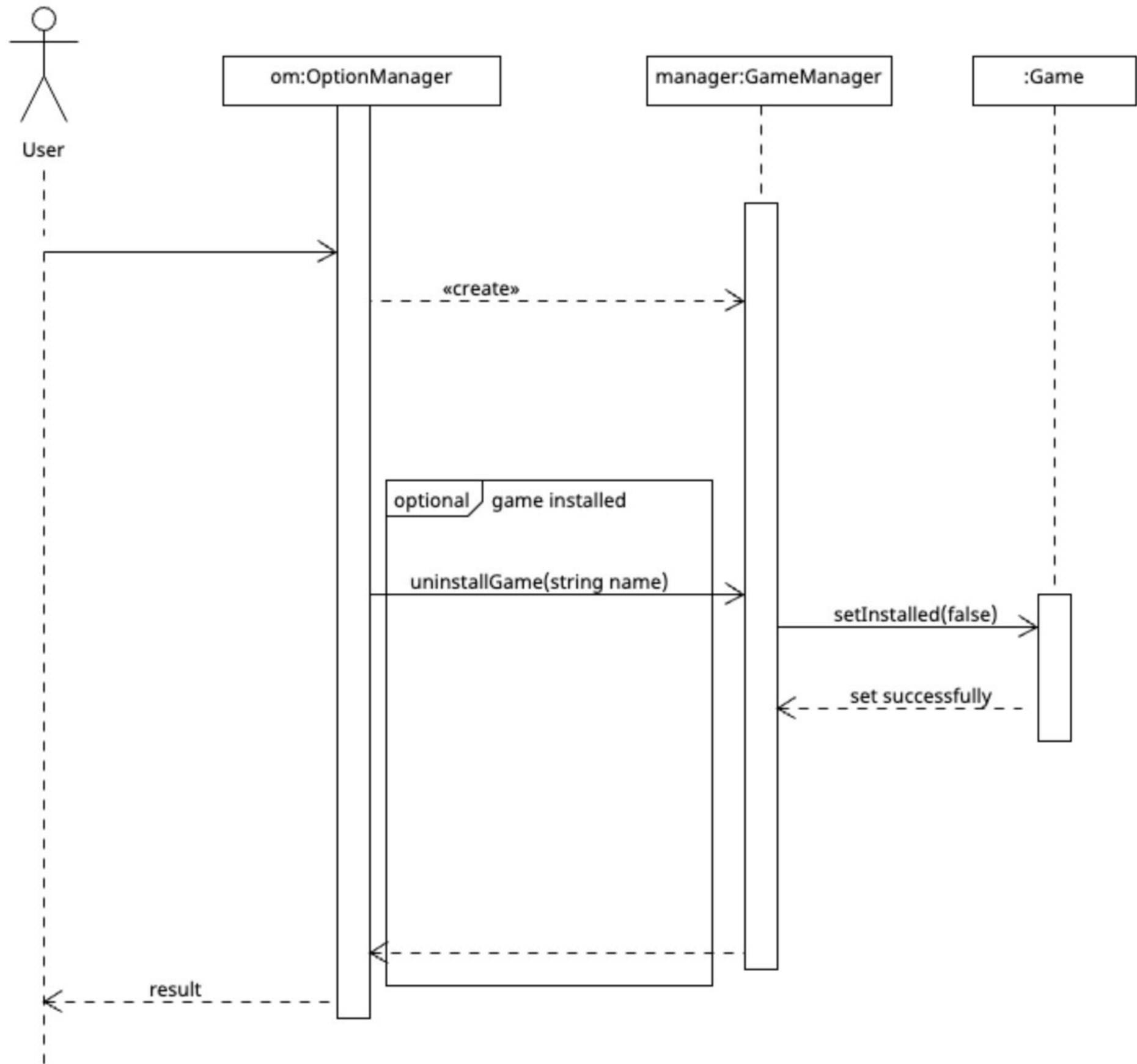
search games

User

om:OptionManager

manager:GameManager

«create»

searchGames()

List<Game>

result