Class Diagram

Main

- manager: GameManagerSystem

- printMenu(): void
- showAllGames(): void
- buyAndInstallGame(): void
- uninstallGame(): void
- searchGames(): void
- showRemainingMemory(): void
- showRemaining Money(): void
- rateGame(): void

GameManagerSystem

- gameList: List<Game>
- installedList: List<Game>
- totalMemory: double
- totalMoney: double

+ addGame(game: Game): void
+ buyAndInstallGame(name: String): void
+ uninstallGame(name: String): void
+ rateGame(name: String): double
+ searchGames(query: String): List<Game>
+ showAllGames(): void
+ getRemainingMemory(): double
+ getRemainingMoney(): double

Game

- name: String
- size: double
- category: String
- developerTeam: String
- price: double
- rating: double
- totalRatings: int
- installed: boolean
- purchased: boolean

+ getName(): String
+ getSize(): double
+ getCategory(): String
+ getDeveloperTeam(): String
+ getPrice(): double
+ getRating(): double
+ addTotalRatings(): void
+ installed(): boolean
+ setInstalled(install: boolean): void
+ setTotalRatings(totalRatings: int): void
+ purchased(): boolean
+ setPurchased(purchased: boolean): void