OptionManager

- manager: GameManager
- scanner: Scanner

+ operateMenu(): void
- printMenu(): void
- initializeGameManagerSystem()
- showAllGames(): void
- buyAndInstallGame(): void
- uninstallGame(): void
- searchGames(): void
- showRemainingMemory(): void
- showRemainingMoney(): void
- rateGame(): void

GameManager

- scanner: Scanner
- gamesList: List<Game>
- installedList: List<Game>
- double totalMemory;
- double totalMoney;

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

Game

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

+ getName(): String
+ getSize(): double
+ getCategory(): String
+ getDeveloperTeam(): String
+ getPrice(): double
+ getRating(): double
+ getRatingNum(): int
+ getInstalled(): boolean
+ setInstalled(boolean: install): void
+ setRating(double rating): void
+ setRatingNum(ratingNum: ratingNum): void
+ getPurchase(): boolean
+ setPurchase (boolean: purchased): void