Sequence Diagram (show all games)

:user

:Main

manager: GameManagerSystem

<<create>>
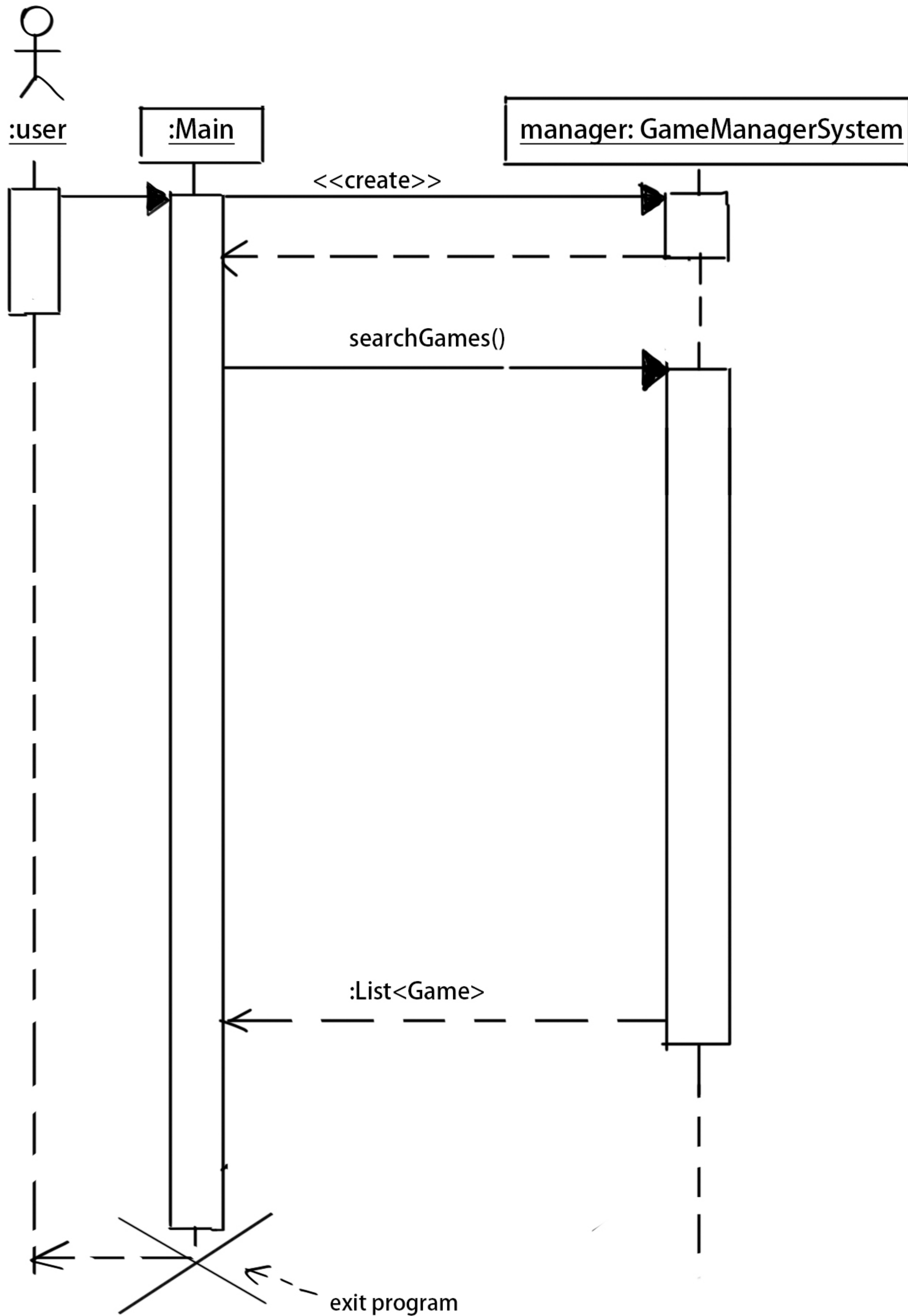
showAllGames()

exit program
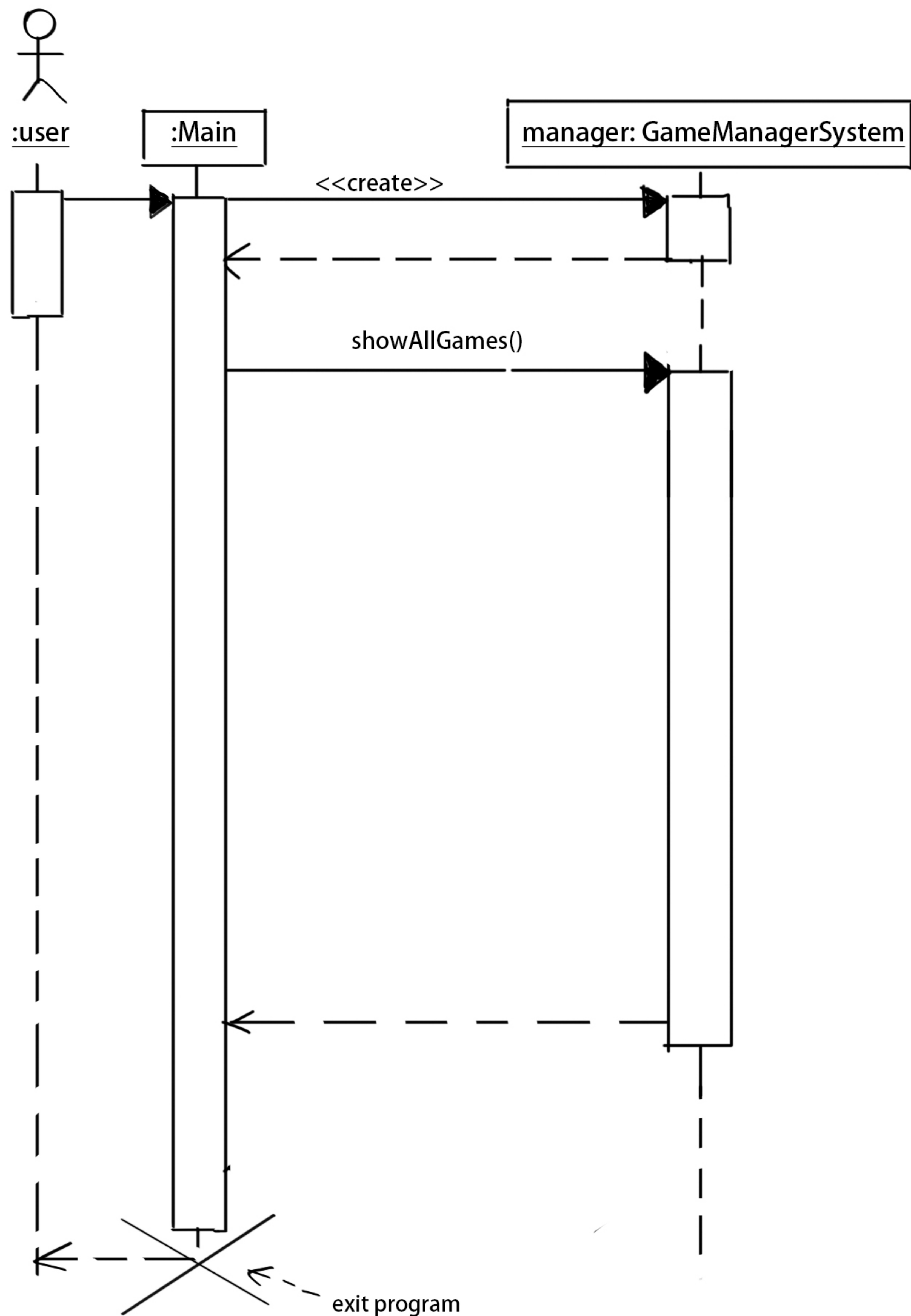
Sequence Diagram (buy and install game)
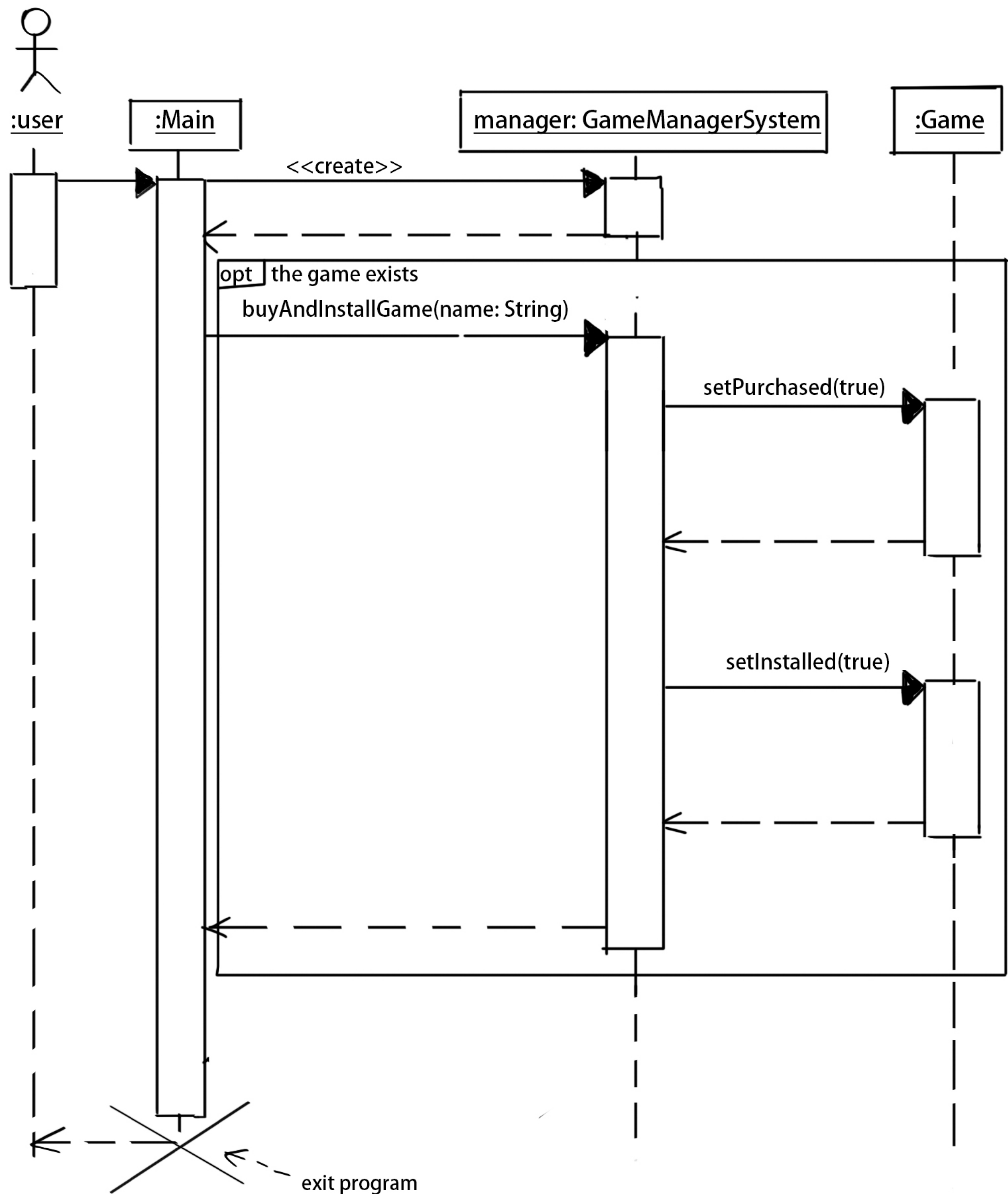
Sequence Diagram (uninstall game)

:user | :Main | manager: GameManagerSystem | :Game

<<create>>

opt [the game exists]

uninstallGame(name: String)

opt [game.installed == true]

setInstalled(false)

exit program
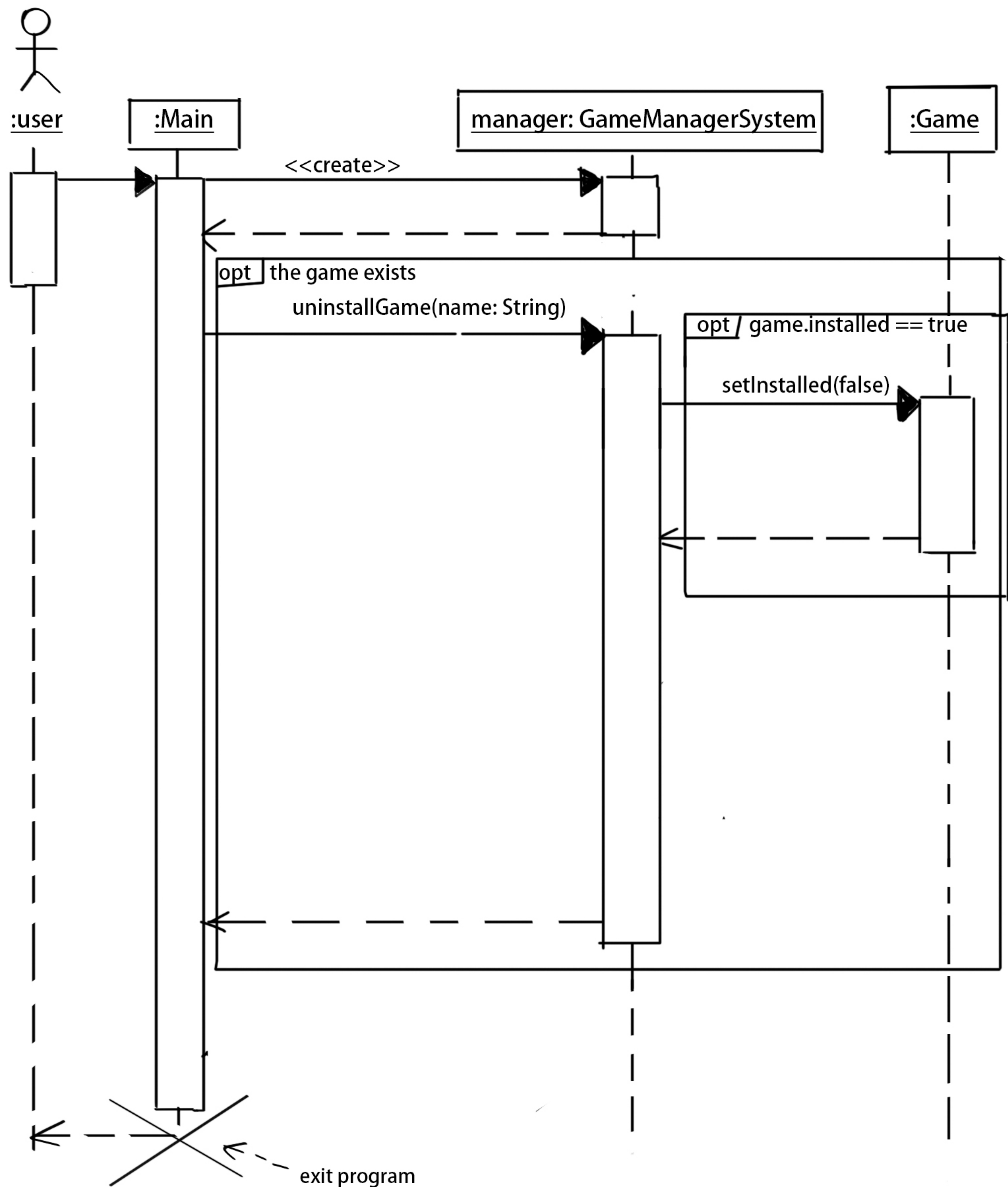
Sequence Diagram (search games)

Sequence Diagram (get remaining memory)

:user

:Main

manager: GameManagerSystem

<<create>>

getRemainingMemory()

totalMemory: double

exit program

Sequence Diagram (get remaining money)

:user

:Main

manager: GameManagerSystem

<<create>>

getRemainingMoney()

totalMoney: double

exit program
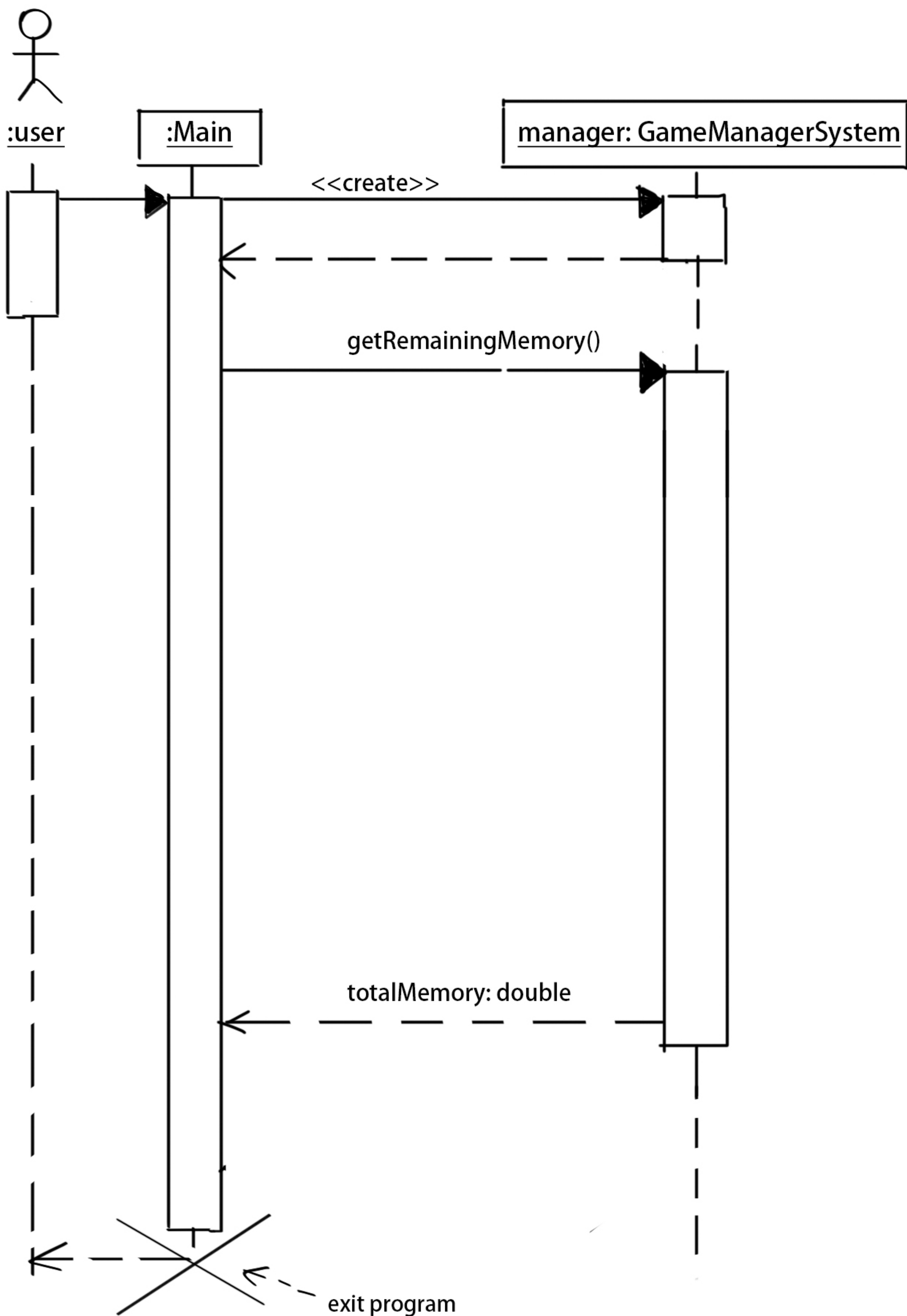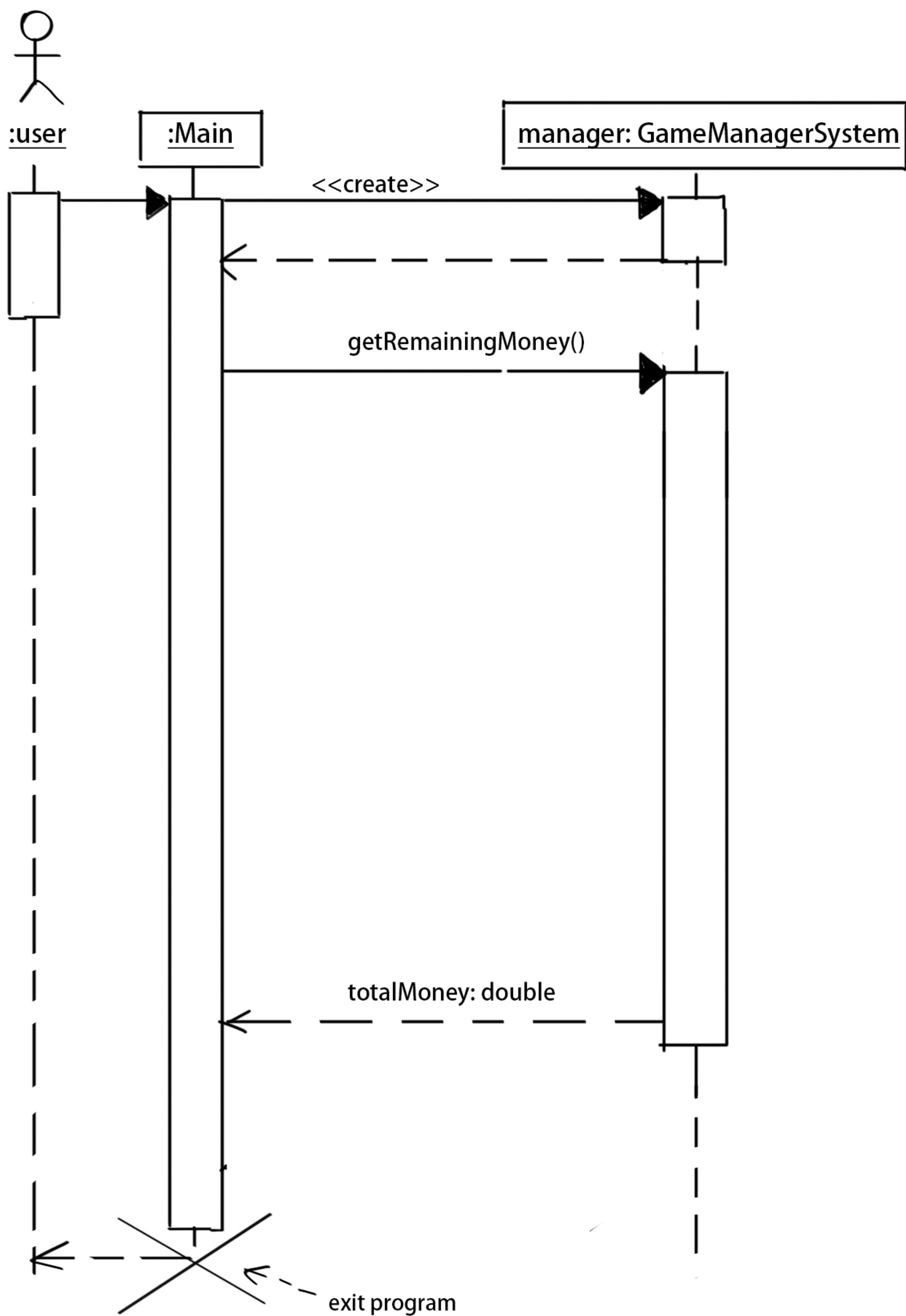
Sequence Diagram (rate game)

- :user
- :Main
- manager: GameManagerSystem
- :Game

<<create>>

opt the game exists and 0 <= double <= 5

rateGame(name: String, rate: double)

setTotalRatings()

Game.rating: double

exit program