com.gamingroom

com.gamingroom::GameService		
-games = new ArrayList <game>(): List<game> -nextGameId = 1: long -GameServiceInstance = new GameService(): GameService</game></game>		
-GameService(): ctor +getGameServiceInstance(): GameService +addGame(String name): Game ~getGame(int index): Game +getGame(long id): Game +getGame(String name): Game +getGameCount(): int		

	com.gamingroom::Game
	~id: long ~name: String
0*	-Game(): ctor +Game(long id, String name): ctor +getId(): long +getName(): String +toString(): String
0*	+Game(long id, String name): ctor

com.gam	ingroom::Player
i	

~id: long

~name: String

+Player(long id, String name): ctor

+getId(): long

+getName(): String +toString(): String

com.gamingroom::Team

~id: long

~name: String

+Team(long id, String name): ctor

+getId(): long

+getName(): String

+toString(): String

com.gamingroom::ProgramDriver

+main(String[] args): void

uses

com.gamingroom:: Singleton Tester

+testSingleton(): void