Family

+ Family(double price, double height, double width, double lenght, int inventory, int units_sold, int shelf_position, String game_name, double pile_height, int games_arrival)

Board

+ Board(double price, double height, double width, double lenght, int inventory, int units_sold, int shelf_position, String game_name, double pile_height, int games_arrival)

Kids

+ Kids(double price, double height, double width, double lenght, int inventory, int units_sold, int shelf_position, String game_name, double pile_height, int games_arrival)

Cards

+ Cards(double price, double height, double width, double lenght, int inventory, int units_sold, int shelf_position, String game_name, double pile_height, int games_arrival)

«abstract» Games

+ price: double
+ height: double
+ width: double
+ length: double
+ inventory: int
+ units_sold: int
+ shelf_position: int

Store

+DamageContainer: HashMap<String, Integer>();
+shelf: ArrayList
+days: int
+Burt:Cashier
+Ernie: Cashier
+empDay: Cashier
+Monopoly:Games
+Clue:Games
+Life:Games
+Mousetrap:Games
+Candyland:Games
+Connect_Four:Games
+Magic:Games
+Pokemon:Games
+Netrunner:Games
+Catan:Games
+Risk:Games
+Gloomhaven:Games

+start_day()
+Store()
+choose_employee()
+printMessages()
+main()

«abstract» Employee

-name: string

+get_employee_name(): String
+set_employee_name(String)

Cashier

+ Cashier(String name)
+ getRandomNumber( ): Int
+ arrive(Int , List)
+ count(Register)
+ vacuum(List, Map)
+ stack(List)
+ open(List, Register)
+ order(List, Register)
+ close()

Register

+ balance: double
+ times_added: int

+ Register()

•**Changes from previous UML:**
-Added constructor to the sub-classes of games
- Added new methods to class Employee, Store, Cashier,
 - Removed all methods from Games class
-Updated accessibility of methods and attributes