public class Game {

// instance variables (a.k.a. fields, properties, attributes, "state", data)

private String gameName;

private int players;

private int score;

// constructor

public Game(String gameName, int players) {

this.gameName = gameName;

this.players = players;

score = 0; // default value

}

// returns the name of the game

public String getGameName() {

return gameName;

}

// returns the number of players

public int getPlayers() {

return players;

}

// returns the current score

public int getScore() {

return score;

}

// increments the number of players by 1; this method has no return value (void)

public void addPlayer() {

players++;

}

// increments the game's score by the value of an int parameter named "increase";

// this method has no return value (void)

public void increaseScore(int increase) {

score += increase;

}

// calculates and returns the average score per player as a double

public double averageScorePerPlayer() {

double average = (double) score / players;

return average;

}

// returns true if score > 9, otherwise returns false

public boolean isGameOver() {

if (score > 9) {

return true;

} else {

return false;

}

}

}