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() {

**/\* TO BE IMPLEMENTED IN PART A \*/**

}

// returns the current score

/\* getter method for score goes here**:** **TO BE IMPLEMENTED IN PART B** \*/

// increments the number of players by 1;

// this method has no return value (void)

public void addPlayer() {

**/\* TO BE IMPLEMENTED IN PART C \*/**

}

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

// this method has no return value (void)

/\* increaseScore method goes here: **TO BE IMPLEMENTED IN PART D** \*/

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

/\* averageScorePerPlayer method goes here: **TO BE IMPLEMENTED IN PART E** \*/

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

public boolean isGameOver() {

/\* TO BE IMPLEMENTED IN PART F \*/

}

}