**Pseudo code**

Class VideoGame

Create private string name and category

Create private integer soldItems

Create private Double price

Public Constructor(name, category, soldItems, price)

name = private name

category = private category

soldItems = private soldItems

price = private price

*//Give value to each*

public void method setname(name)

name = private name

public void method setcategory(category)

category = private category

public void method setsolditems(olditems)

olditems = private olditems

public void method setprice(price)

price = private price

*//Get Value*

public String getName

return name

public String getCategory

return category

public int getsoldItems

return soldItems

public Double getPrice

return price

public String print

s.o.p getName,Category,SoldItems,Price

end of class VideoGame

Class MyStoreManager{

Create scanner fileScanner

Public static VideoGame[] ReadfromFile(String filename)

Define counter (int) = 0

Create array of object VideoGame[] VideoGames

Try

fileScanner = new Scanner(new file(filename))

catch(do a exception)

s.o.p(The error)

while(while filescanner has lines)

Define string name = first word

Define string category = second word

Define string string\_sold = third word

Convert to string string\_sold = Define int sold

Define string string\_price = fourth word

Convert to double string\_price = Define int price

Define a instance game = videogame + constructor(arguments)

videoGames[counter] = game

counter + 1

fileScanner close

return array of videoGames

Public static SortBySold(VideoGame[] Array)

Define instance temp = new VideoGame

Define instance videoGameMax = new VideoGame

For(size = arraylength-1; size>0; size-1)

For(I = 0; I < size; I +1)

If(getItemsSOld I > getitemsSold i+1)

Temp = getItemsSold i

GetItemsold I = getItemSold +1

GetItemSold i+1 = temp

For(i=0; I < arraylength-1; i+1)

s.o.p(getItemSold I)

Public static SortPrice(VideoGame[] Array)

Define instance temp = new VideoGame

Define instance videoGameMax = new VideoGame

For(size = arraylength-1; size>0; size-1)

For(I = 0; I < size; I +1)

If(getprice I > getprice i+1)

Temp = getprice i

Getprice I = getprice +1

Getprice i+1 = temp

For(i=0; I < arraylength-1; i+1)

s.o.p(getprice I)

Public static int TotalSales(VideoGame[] array)

Define int sum = 0;

For(counter = 0; counter < arraylenght; counter +1)

Sum = sum + getsolditems [i]

Return sum

Public static VideoGame Lotery(VideoGame[] array)

Instance for Random randNumber = new Random

Define int pickedNumber = randomNumber Limit until 7

VideoGame picked = new VideoGame(getName[pickedNumber], getCategory[pickedNumber], getPrice[pickedNumber], getItemsSold[pickedNumber])

Return picked

Public static VideoGame SortByType(VideoGame[] array)

Define instance temp = new VideoGame

Define instance videoGameMax = new VideoGame

For(size = arraylength-1; size>0; size-1)

For(I = 0; I < size; I +1)

If(getcategory I CompareTo getprice i+1 > 0)

Temp = getcategory i

Getcategory I = getcategory +1

Getcategory i+1 = temp

For(i=0; I < arraylength-1; i+1)

s.o.p(getcategory I)