com.gamingroom

GameService

- games: List\<Game>
- nextGameId: long
- instance: GameService

- GameService()
+ getInstance(): Game
+ addGame(name: String): Game
+ getGame(index: int): Game
+ getGame(id: long): Game
+ getGameCount(): int

Game

- id: long
- name: String

+ getId(): long
+ getName(): String
+ toString(): String

0... *

ProgramDriver

+ main()

<< uses >>

SingletonTester

+ testSingleton()