

# GameLend

## Class Game

This class has several fields, to include title and developer of the given game

```
java

1 package gamesstore;
2
3 public class Game {
4     private String title;
5     private String developer;
6
7     public String getTitle() {
8         return title;
9     }
10
11    public void setTitle(String title) {
12        this.title = title;
13    }
14
15    public String getDeveloper() {
16        return developer;
17    }
18 }
```

## GameStore class

this class handles adding new books and removing old ones, and printing the entire library content

```
java

1 package gamesstore;
2
3 import java.util.ArrayList;
4 import java.util.List;
5
6 public class GameStore {
7     private List<Game> storage = new ArrayList<Game>();
8
9     public void addGame(Game game) {
10         storage.add(game);
11     }
12
13     public boolean removeGame(Game game) {
14         for (int i = 0; i < storage.size(); i++) {
15             Game g = storage.get(i);
16             if (g.getTitle().equals(game.getTitle()) && g.getDeveloper()
17                 storage.remove(i);
18                 return true;
19             }
20         }
21         return false;
22     }
}
```

## GameStoreTester Class

This class will test our program add the game and test it.

```

1 package gamesstore;
2
3 public class GameStoreTester {
4     public static void main(String[] args) {
5         Customer c1 = new Customer();
6         c1.setName("John");
7         c1.setSurname("Doe");
8         c1.setPhoneNumber("1234567890");
9
10        Customer c2 = new Customer();
11        c2.setName("Jane");
12        c2.setSurname("Doe");
13        c2.setPhoneNumber("0987654321");
14
15        Game g1 = new Game();
16        g1.setTitle("Super Mario Odyssey");
17        g1.setDeveloper("Nintendo");
18
19        Game g2 = new Game();
20        g2.setTitle("The Legend of Zelda: Breath of the Wild");
21        g2.setDeveloper("Nintendo");
22
23        GameStore gs = new GameStore();
24
25        gs.addGame(g1);
26        gs.addGame(g1);
27        gs.addGame(g2);
28
29        gs.removeGame(g1);
30
31        gs.printStorage();
32    }
33 }

```

This is the very basic for the game store you can add more features to make it better.