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;
```

GameStore class

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

```java
package gamesstore;

import java.util.ArrayList;
import java.util.List;

public class GameStore {
    private List<Game> storage = new ArrayList<Game>();

    public void addGame(Game game) {
        storage.add(game);
    }

    public boolean removeGame(Game game) {
        for (int i = 0; i < storage.size(); i++) {
            Game g = storage.get(i);
            if (g.getTitle().equals(game.getTitle()) && g.getDeveloper()
                storage.remove(i);
                return true;
            }
        }
        return false;
    }
}
```

GameStoreTester Class

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

```java
 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.