In dao class create HashMap < String, Integer> map = new HashMap<String, Integer> ();

String -> game name

Integer->game price

HashMap.put(“Mario”,100); -> like this add more values to HashMap

In client class first display Games with price details.

Ask user do you want to play game?

If answer is yes , ask user to enter userid and game name.

If userId entered by user is valid as per the userGameDetails table then update the balance in the table by deducting the game amount. Display a message on client side ‘name of user thanks for playing game name and your current balance is balance’.