Module 2 UML diagram:

GameService

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

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

0..*

Game

- -id: long
- -name: String

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

<<uses>>

ProgramDriver

+ main()

<<uses>>

SingletonTester

+ testSingleton()