# CS 230 Project One Milestone UML Diagram Text Version

## Instructions

This document contains underlined text and symbols used in code. If you use a screen reader, please adjust your screen reader verbosity settings.

This UML Class Diagram shows four rectangles (or classes).

### GameService Class

A class titled GameService is divided into three horizontal rows.

| GameService |
| --- |
| -games: List<Game>-nextGameId: long - instance: GameService (static) |
| - GameService() (private) + getInstance(): GameService (static)+ addGame(name: String): Game+ getGame(index: int): Game+ getGameCount(): int |

### Game Class

A class titled Game is divided into three horizontal rows.

| Game |
| --- |
| -id: long-name: String |
| + getId(): long+ getName(): String+ toString(): String |

A straight horizontal line connects the “GameService” class to the “Game” class and is denoted with “0...\*”.

### ProgramDriver Class

A class titled ProgramDriver is divided into three horizontal rows.

| ProgramDriver |
| --- |
|  |
| + main() |

### SingletonTester Class

A class titled SingletonTester is divided into three horizontal rows.

| SingletonTester |
| --- |
|  |
| + testSingleton() |

A straight horizontal line with a closed arrow points from the “ProgramDriver” class to the “SingletonTester” class and is denoted as <<uses>>.