**Lab 9 (ListIterator)**

|  |
| --- |
| **Game** |
| * title : Strng
* type : String
* released : Boolean
* price : int
* copiesSold : int
 |
|  // Constructor(s) // setters getters  + toString() : String  |

|  |
| --- |
| **GameViewer** |
| - games : LinkedList<game>  |
| + GameViewer() + addGame(game : Game) : void + deleteGanne(title : String) : void + getReleasedGames() : LinkedList<Game> + getMostSellingGame() : Game + getLeastSellingGame() : Game+ getHighestPriceGame() : Game + getLowestPriceGame() : Game+ getAllGames() : LinkedList<Game>+ printGames() : void |

You have to implement the previous two classes. The class Game has four private variables, a constructor, setters and getters, and a toString method. The class GameViewer has a LinkedList of games and a couple of methods that apply operations on the LinkedList.

**- addGame(game : game):** takes a game as parameter and adds it to games

**- deleteGame(title : String):** deletes a game from games with the specified title

 **-getReleasedGames():** returns a LinkedList<Game> that contains all the games that have been released (released = true)

-**getMostSellingGame ():** returns the game with the most copies sold

 **- getleastSellingGame():** returns the game with the least copies sold

**-getHighestPriceGanne()**: returns the game with the highest price

- **getLowestPriceGame():** returns the game with the lowest price

 - **getAllGames():** returns the games linked list

- **printGames():** prints the games linked list

In the tester class, you are required to create an object of type GameViewer and add to its list a number of games.

You should test all of the class' methods and print the output of each in a well formed manner.

You should only use ListIterator to loop over the linked list. Any other way is not acceptable.

Solution: <http://www.javaproblems.com/2013/12/creating-listiterator-application-in.html>