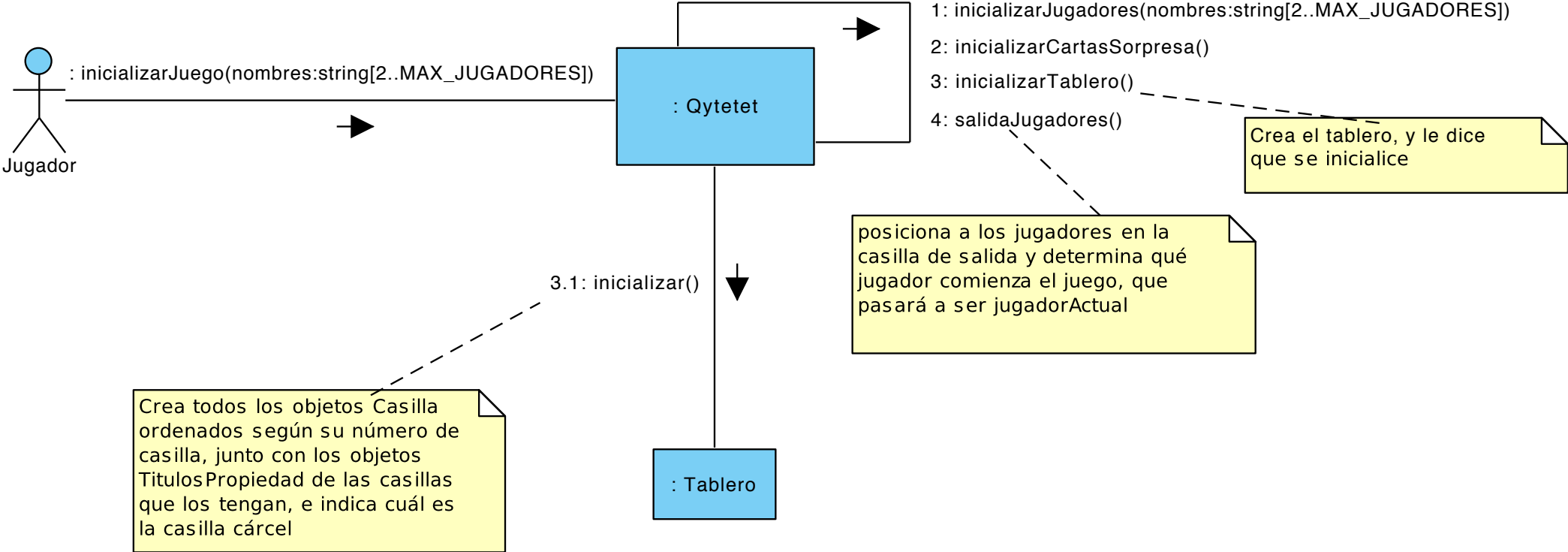
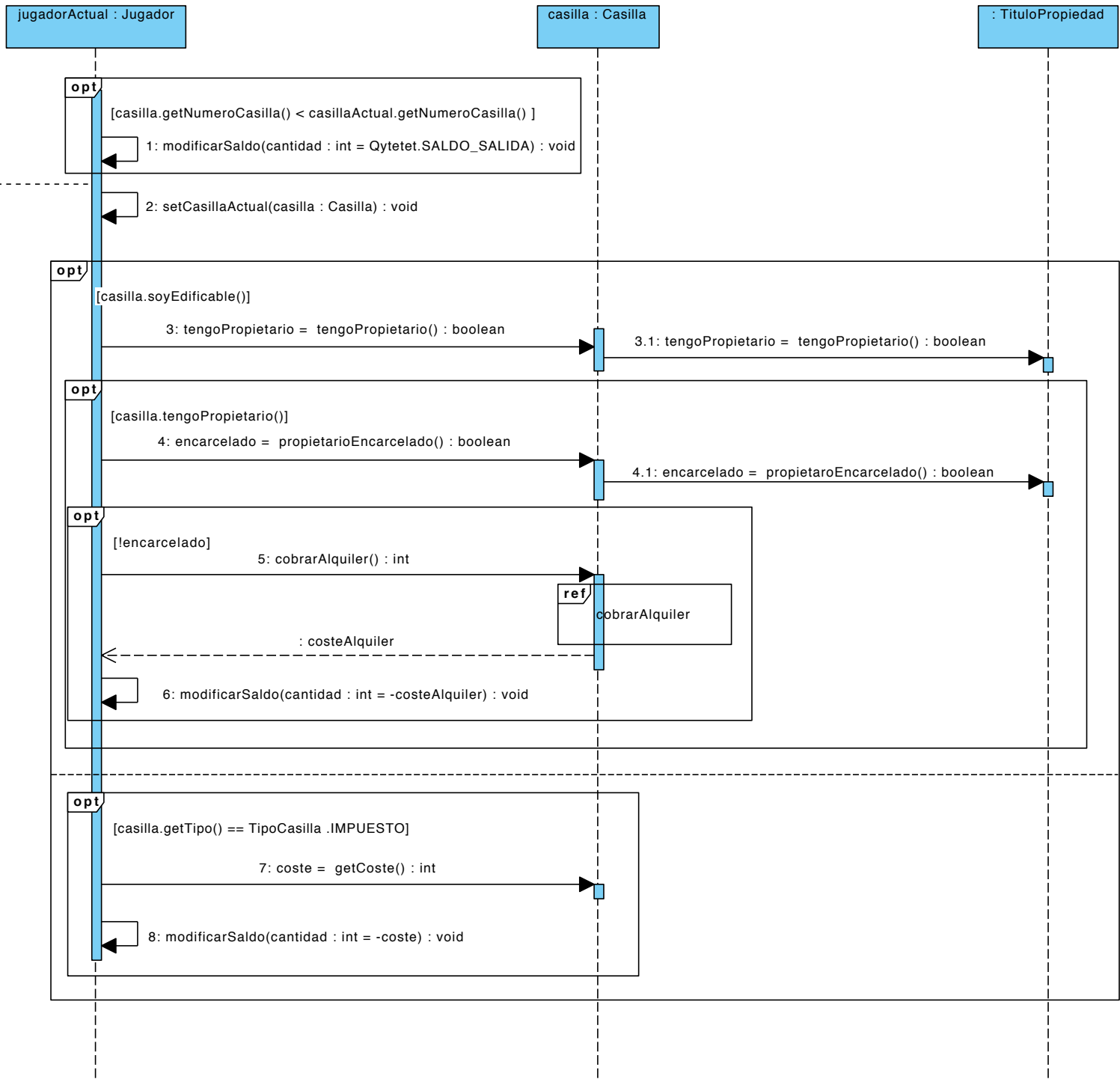
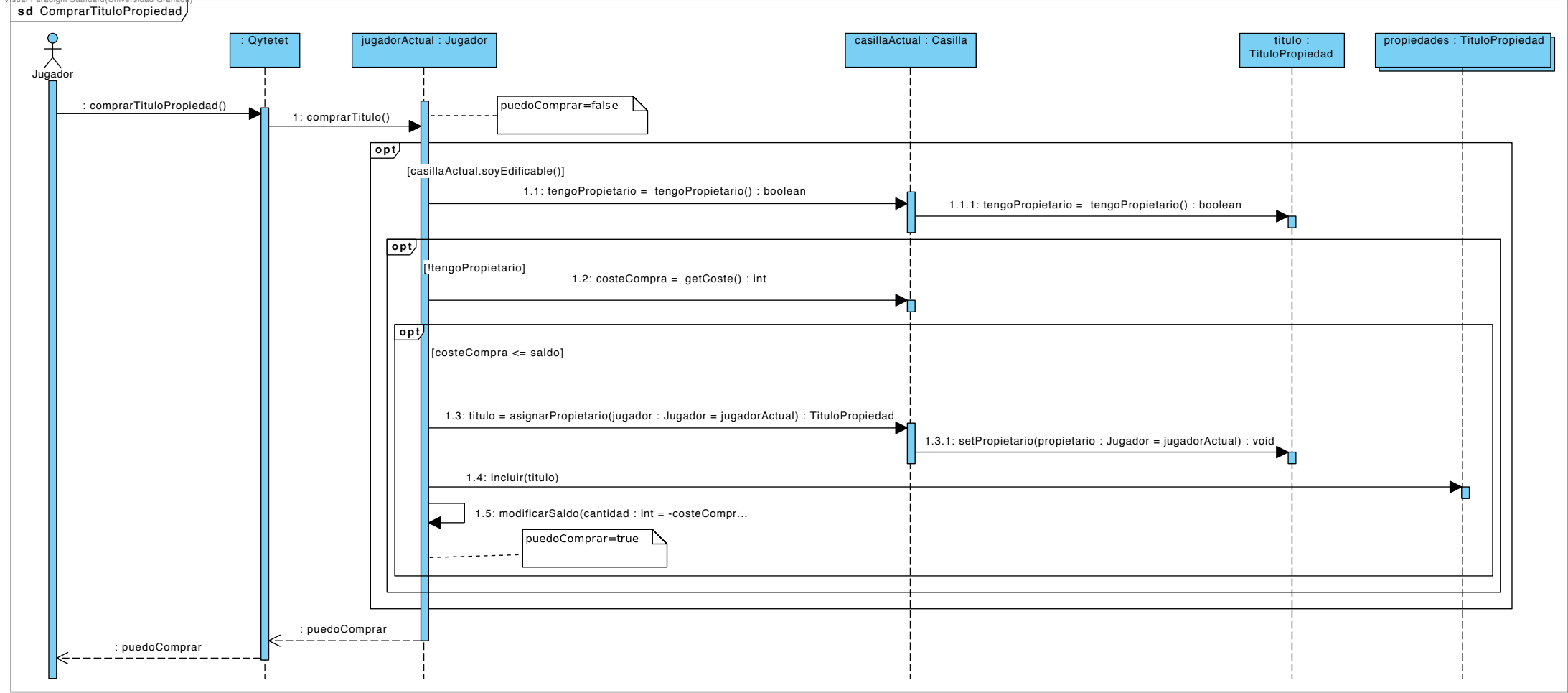


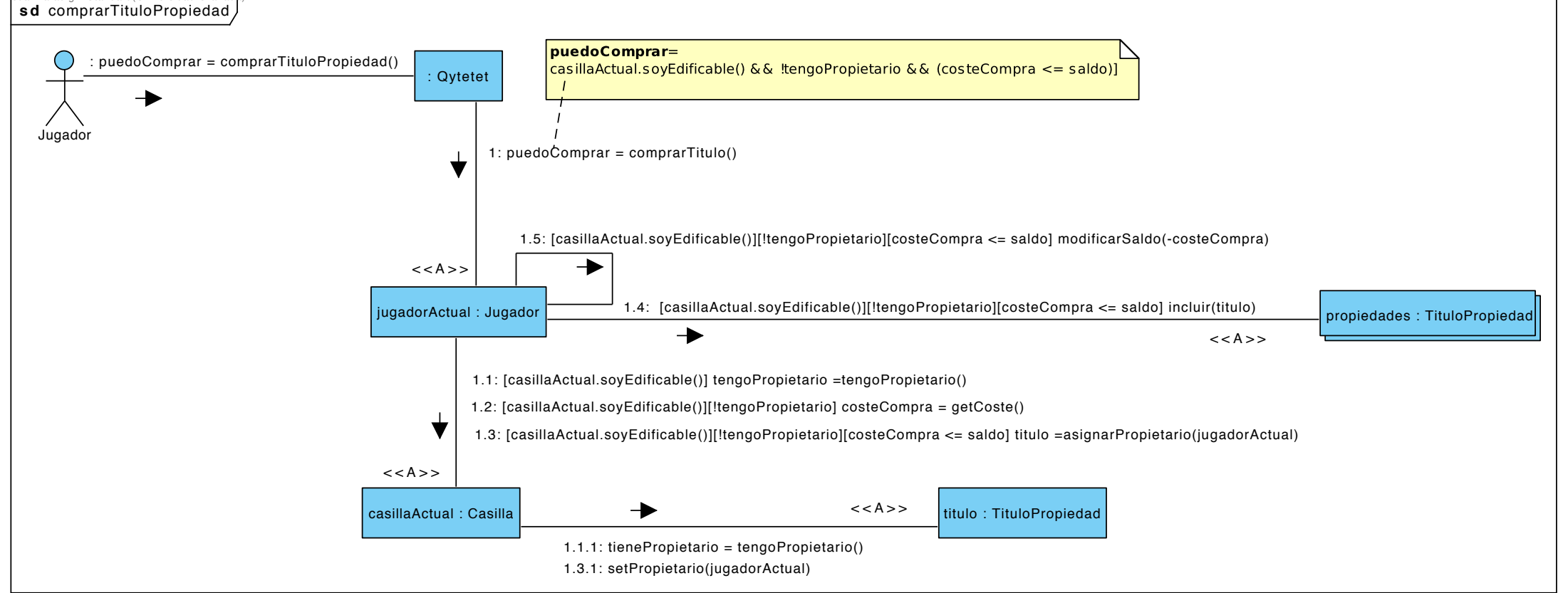
sd inicializarJuego

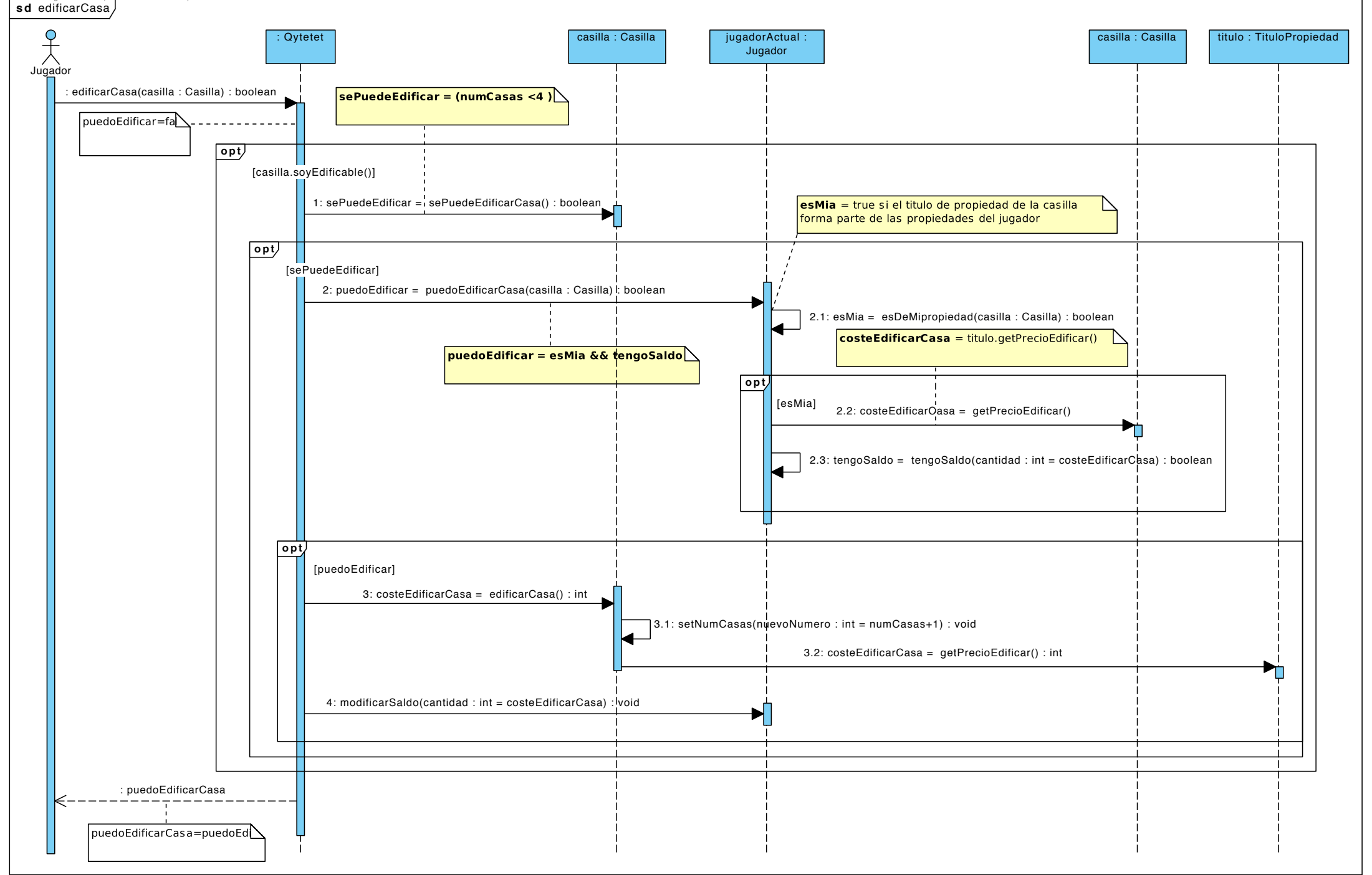


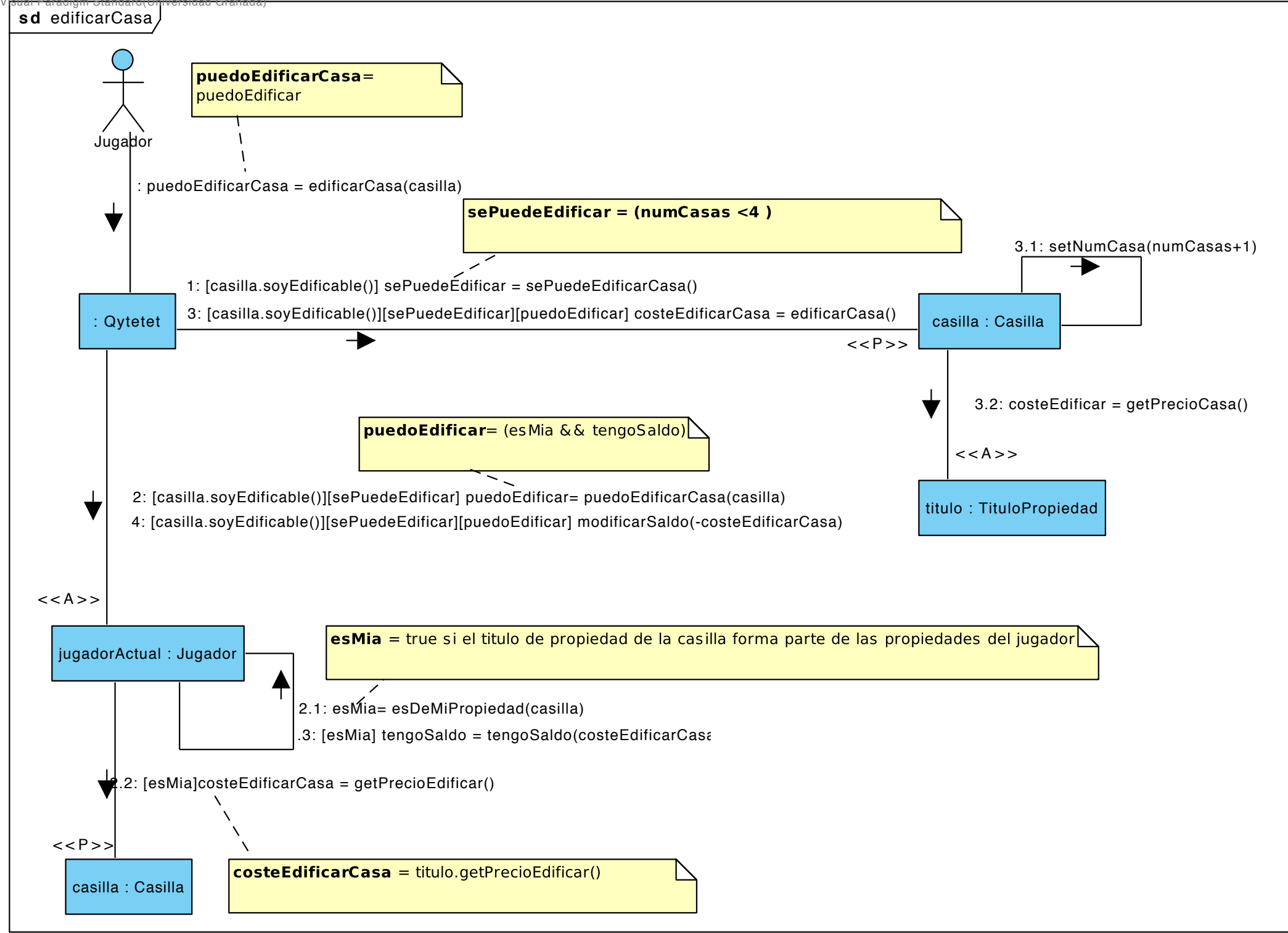
sd actualizarPosicion











sd cobrarAlquiler

casilla : Casilla

titulo : TituloPropiedad

propietario : Jugador

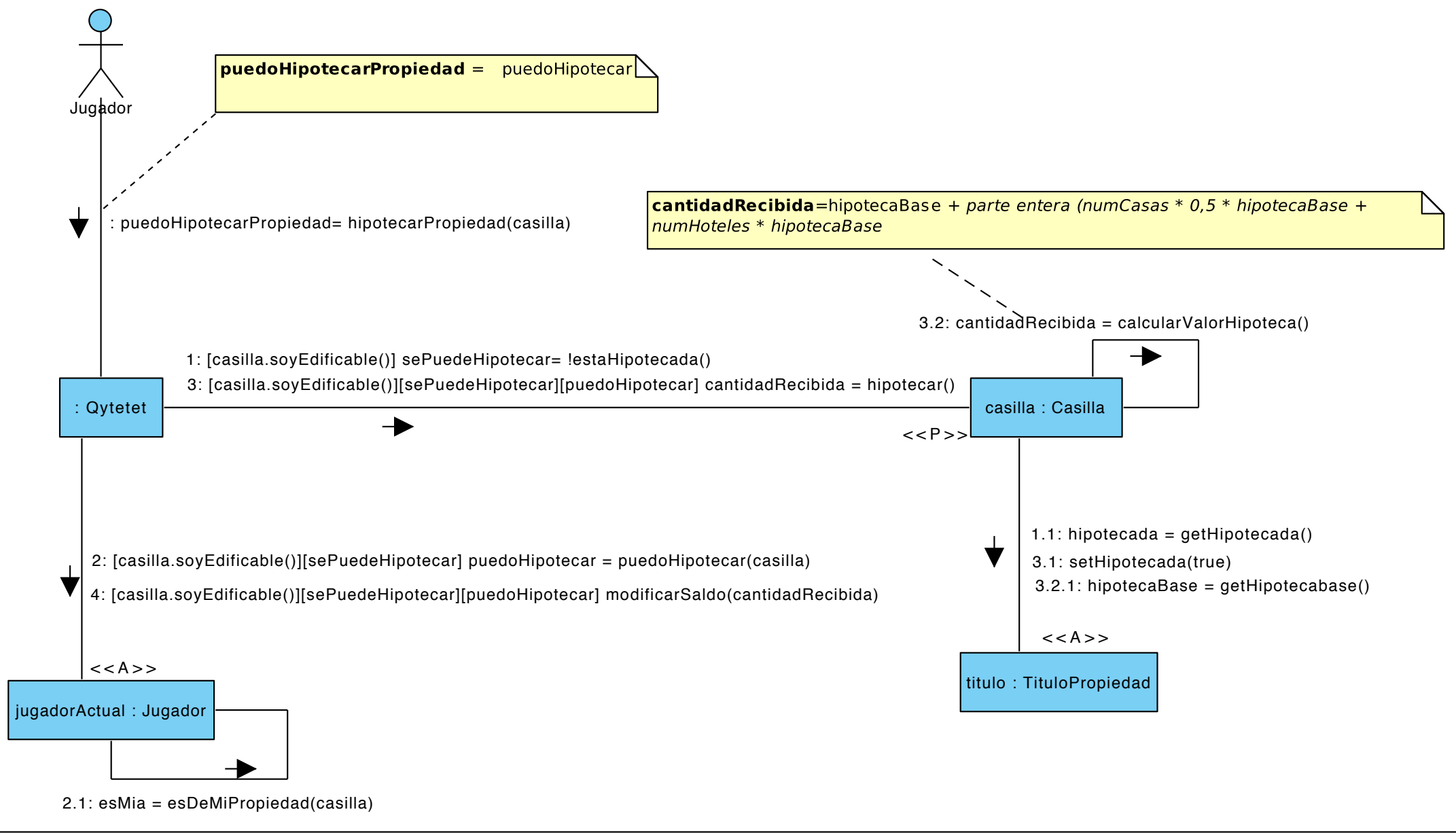
1: costeAlquilerBase = getAlquilerBase() : int

2: cobrarAlquiler(coste : int = costeAlquiler) : void

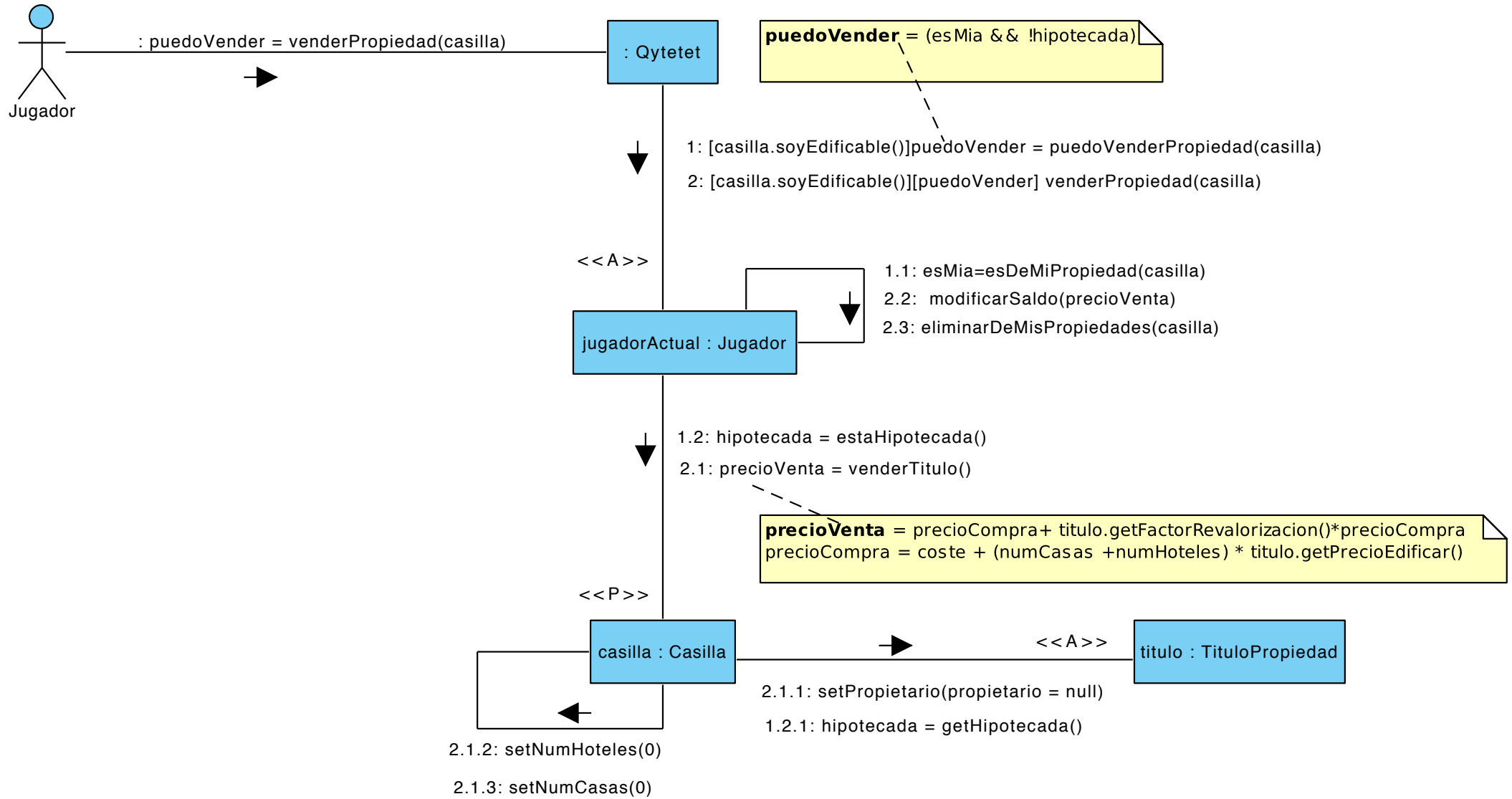
2.1: modificarSaldo(cantidad : int = costeAlquiler) : void

En el cálculo de la cantidad a cobrar hay que tener en cuenta las casas y hoteles construidos en la casilla, por ejemplo:
 $\text{costeAlquiler} = \text{costeAlquilerBase} + \text{entero}(\text{numCasas} * 0,5 + \text{numHoteles} * 2)$

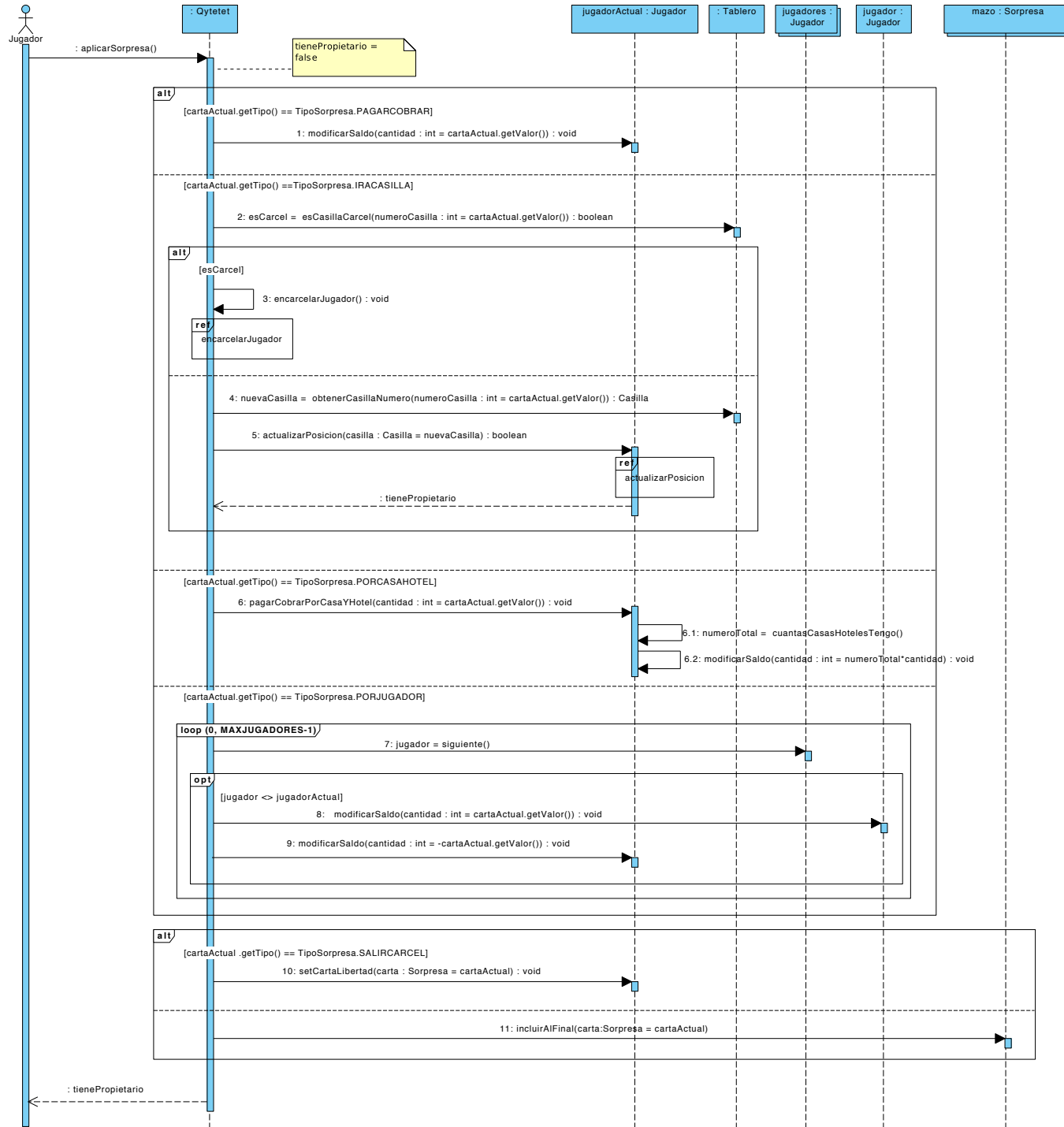
sd hipotecarPropiedad



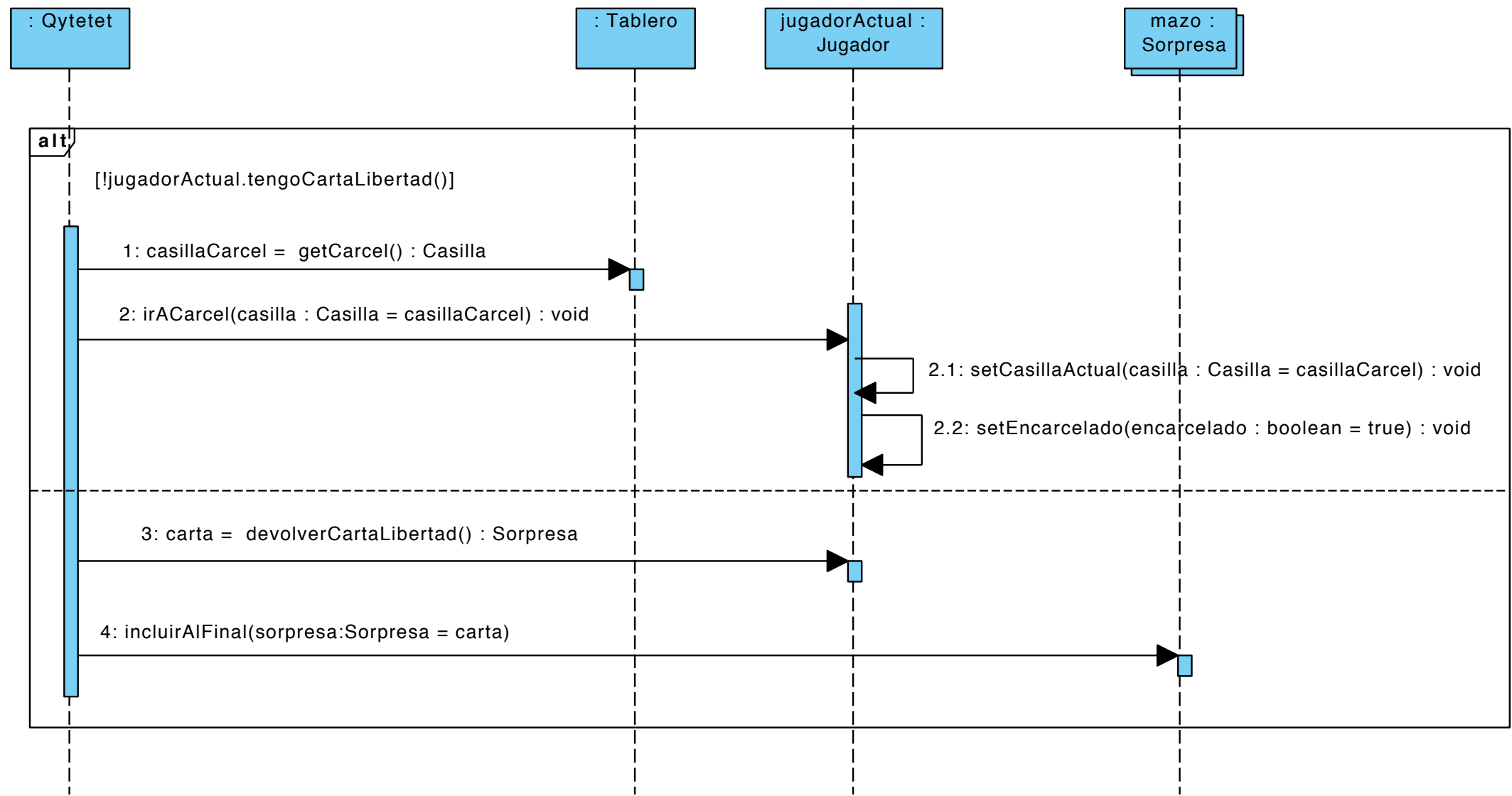

```
sd venderPropiedad
```

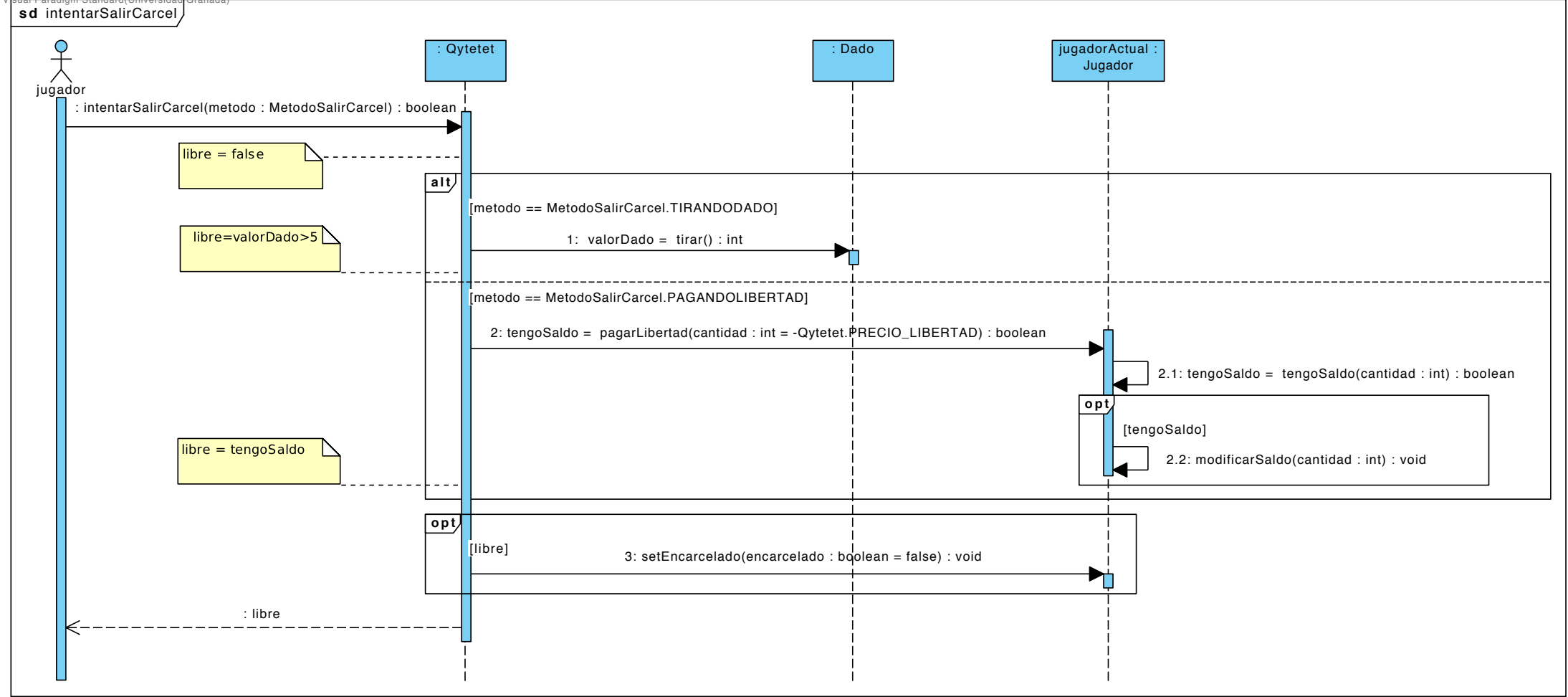


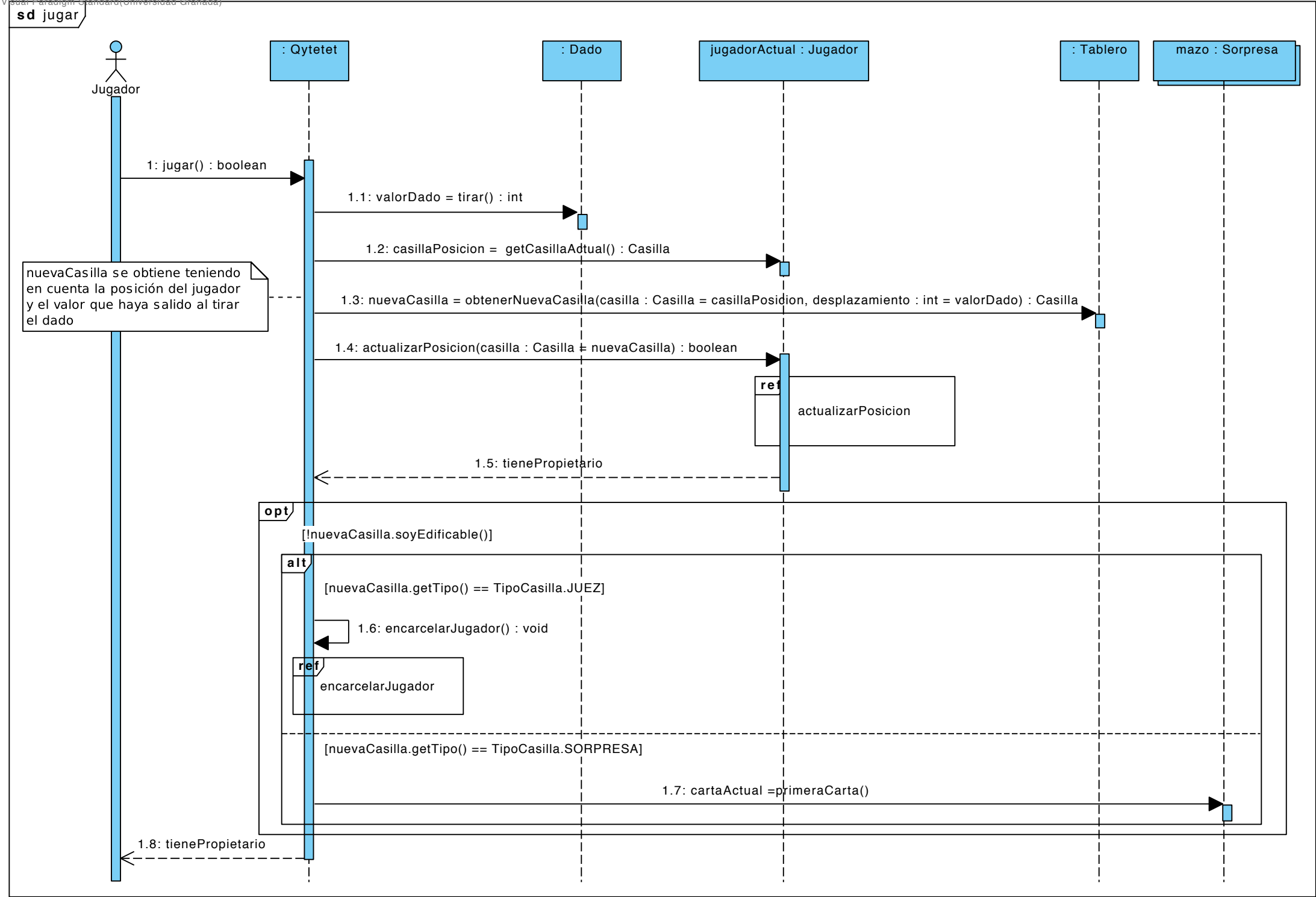
sd aplicarSorpresa



sd encarcelarJugador







sd obtenerRanking

