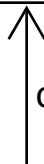


GUIBoundary

- gui: GUI
- playerList: GUI_Player[]
- fieldList: GUI_Field[]
- + askForPlayerCount(int, int) : int
- + askForNames(int): String[]
- + getUserChoice(String[], String): int
- mainMenuButtons(): String[]
- + takeTurn(PlayerController): int
- + endTurn(PlayerController): int
- + buyBuildings(int[]): String
- + sellBuildings(int[]): String
- getPossibleSquareNamesForBuilding(int[]): String[]
- + getOutOfJail(PlayerController): int
- + incomeTax(PlayerController): int
- + askToBuyProperty(int, String): boolean
- + endGame(): int
- + showCurrScenarioForPlayer(String): void
- + declareWinner(PlayerController): void
- + tellPlayerExtraTurn(int): void
- + informPlayerGoingToJail(int): void
- + showChanceCard(String): void
- + setupGUIFields(int, String, int): void
- + removePlayerByBankrupt(int, int): void
- + movePlayer(int, int, int): void
- + setDices(int, int): void
- + updateBalance(int, int): void
- + setOwnerOnSquare(int, int, int): void
- + setOwnerOnSquare(int, int): void
- + setHousing(int, int): void
- + updateRentPrice(int, int): void
- controlName(String[], String): boolean



controller.*