Monopoly SImulator Final UML Class Diagram

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Game

-ui
-board
-bank
-players
-communityChestDeck
-chanceDeck

-useGetOutOfJailCard
-communityChestAction
-chanceAction
-action
-rollDie
+simulateTurn
+simulateRound
+displayState

Monopoly

-ui

+main
+start

ChanceDeck

+getMessage

CommunityChestDeck

+getMessage

CardDeck

-deck

+shuffleDeck
+pickFromTop
+insertAtBottom

Card

Board

-squares

+getSquare

Actor

-cash
#titleDeeds
-houseOwned
-hotelsOwned

+getCash
+addCash
+deductCash
+addDeed
+removeDeed

TaxSquare

-amount

+getAmount

ChanceSquare

Square

-name

+getName
+toString

JailSquare

GoSquare

Player

-name
-position
-inJail
-turnsInJail
-chanceGetOutOfJail
-communityGetOutOfJail

+getName
+getPosition
+setPosition
+getUtilitiesOwned
+getStationsOwned
+ownsAllOfColour
+getDeeds
+setChanceGetOutOfJail
+setCommunityGetOutOfJail
+sendToJail
+isInJail
+getTurnsInJail
+setTurnsInJail
+setInJail
+CheckGetOutOfJail
+toString

Bank

+toString

ChanceCard

-action

+getAction

CommunityChestCard

-action

+getAction

GoToJailSquare

PropertySquare

#titleDeed

+getOwner
+buyProperty

FreeParkingSquare

CommunityChestSquare

TitleDeed

-name
-owner
-price
-mortgageValue

+getNasme
+getOwner
+setOwner
+getPrice
+toString

UtilitySquare

RealEstateSquare

-numberOfHouses
-hasHotel

+getRent
+getColour

StationSquare

StationDeed

UtilityDeed

RealEstateDeed

-colour
-costOfHouse

+getRent
+getColour