**Player Pseudocode**

class Player

private name

private money

private symbol

private isBankrupt

private position

public procedure new(nameInput, symbolInput)

name = nameInput

symbol = symbolInput

money = 1000

Bankrupt = false

endprocedure

public procedure setPosition(pos)

position = pos

endprocedure

public procedure getPostition()

return position

endprocedure

public procedure updateMoney(value)

money = money + value

if money <= 0 then

Bankrupt = true

endif

endprocedure

public function getName()

return name

endfunction

public function getMoney()

return money

endfunction

public function getSymbol()

return symbol

endfunction

public function getIsBankrupt()

return Bankrupt

endfunction

endclass