

# COMP20020 HINTS 2016/2017

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Game data and a board image are available from: <http://monopoly.wikia.com/wiki/Monopoly>

Here are some constants from that source. Note, you can use your own if you prefer.

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public static final int NUM_SQUARES = 40;

public static final int TYPE_GO = 0;
public static final int TYPE_SITE = 1;
public static final int TYPE_STATION = 2;
public static final int TYPE_UTILITY = 3;
public static final int TYPE_COMMUNITY = 4;
public static final int TYPE_CHANCE = 5;
public static final int TYPE_JAIL = 6;
public static final int TYPE_PARKING = 7;
public static final int TYPE_GOTO_JAIL = 8;
public static final int TYPE_TAX = 9;

private static final int[] SQUARE_TYPES = {
    TYPE_GO, TYPE_SITE, TYPE_COMMUNITY, TYPE_SITE, TYPE_TAX, TYPE_STATION,
    TYPE_SITE, TYPE_CHANCE, TYPE_SITE, TYPE_SITE,
    TYPE_JAIL, TYPE_SITE, TYPE_UTILITY, TYPE_SITE, TYPE_SITE, TYPE_STATION,
    TYPE_SITE, TYPE_COMMUNITY, TYPE_SITE, TYPE_SITE,
    TYPE_PARKING, TYPE_SITE, TYPE_CHANCE, TYPE_SITE, TYPE_SITE,
    TYPE_STATION, TYPE_SITE, TYPE_SITE, TYPE_UTILITY, TYPE_SITE,
    TYPE_GOTO_JAIL, TYPE_SITE, TYPE_SITE, TYPE_SITE, TYPE_COMMUNITY, TYPE_SITE,
    TYPE_STATION, TYPE_CHANCE, TYPE_SITE, TYPE_TAX, TYPE_SITE};

private static final String GO_NAME = "GO";
private static final String[] SITE_NAMES = {
    "Old Kent Rd", "Whitechapel Rd", "The Angel Islington", "Euston
Rd", "Pentonville Rd",
    "Pall Mall", "Whitehall", "Northumberland Ave", "Bow St", "Marlborough
St", "Vine St",
    "Strand", "Fleet St", "Trafalgar Sq", "Leicester Sq", "Coventry
St", "Piccadilly",
    "Regent St", "Oxford St", "Bond St", "Park Lane", "Mayfair"};
private static final String[] SITE_SHORT_NAMES = {
    "kent", "whitechapel", "angel", "euston", "pentonville",
    "mall", "whitehall", "northumberland", "bow", "marlborough", "vine",
    "strand", "fleet", "trafalgar", "leicester", "coventry", "piccadilly",
    "regent", "oxford", "bond", "ark", "mayfair"};
private static final int[] SITE_PRICES = {
    60, 60, 100, 100, 120,
    140, 140, 160, 180, 180, 200,
    220, 220, 240, 260, 260, 280,
    300, 300, 320, 350, 400};
private static final int[][] SITE_RENTS = {

    {2, 10, 30, 90, 160, 250}, {4, 20, 60, 180, 320, 450}, {6, 30, 90, 270, 400, 550}, {6, 30, 90, 270,
    400, 550}, {8, 40, 100, 300, 450, 600},

    {10, 50, 150, 450, 625, 750}, {10, 50, 150, 450, 625, 750}, {12, 60, 180, 500, 700, 900}, {14, 70
    , 200, 550, 750, 950}, {25, 50, 100, 200, 200, 200}, {14, 70, 200, 550, 750, 950}, {16, 80, 220, 600, 800, 1
    000},

    {18, 90, 250, 700, 875, 1050}, {4, 10, 0, 0, 0, 0}, {18, 90, 250, 700, 875, 1050}, {25, 50, 100, 20
    0, 200, 200}, {20, 100, 300, 750, 925, 1100}, {25, 50, 100, 200, 200, 200}, {22, 110, 330, 800, 975, 1150}
    }, {22, 110, 330, 800, 975, 1150}, {22, 120, 360, 850, 1025, 1200},

    {26, 130, 390, 900, 1100, 1275}, {26, 130, 390, 900, 1100, 1275}, {28, 150, 450, 1000, 1200, 14
    00}, {25, 50, 100, 200, 200, 200}, {35, 175, 500, 1100, 1300, 1500}};
private static final int[] HOUSE_PRICE = {
    50, 50, 50, 50, 50,
    100, 100, 100, 100, 100, 100,
    150, 50, 150, 150, 150, 150, 150,
    200, 200, 200, 200, 200};
private static final int[] SITE_MORTGAGE_VALUE = {
    50, 50, 50, 50, 60,
    70, 70, 80, 90, 90, 100,
    110, 110, 120, 150, 150, 150,
    200, 200, 200, 175, 200};
```

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private static final String[] STATION_NAMES = {
    "King's Cross Station",
    "Marylebone Station",
    "Fenchurch St Station",
    "Liverpool St Station"};
private static final String[] STATION_SHORT_NAMES =
{"kings", "marylebone", "fenchurch", "liverpool"};
private static final int STATION_PRICE = 200;
private static final int[] STATION_RENTS = {25, 50, 100, 200, 200, 200};
private static final int STATION_MORTGAGE_VALUE = 100;

private static final String[] UTILITY_NAMES = {"Electric Co", "Water Works"};
private static final String[] UTILITY_SHORT_NAMES = {"electric", "water"};
private static final int UTILITY_PRICE = 150;
private static final int[] UTILITY_RENTS = {4, 10};
private static final int UTILITY_MORTGAGE_VALUE = 75;

private static final String COMMUNITY_NAME = "Community Chest";
private static final String CHANCE_NAME = "Chance";
private static final String JAIL_NAME = "Jail (Just Visiting)";
private static final String PARKING_NAME = "Free Parking";
private static final String GOTO_JAIL_NAME = "Go To Jail";
private static final String[] TAX_NAMES = {"Income Tax", "Super Tax"};
private static final int[] TAX_AMOUNTS = {200, 100};

private static final int COL_BROWN = 0;
private static final int COL_LIGHT_BLUE = 1;
private static final int COL_PINK = 2;
private static final int COL_ORANGE = 3;
private static final int COL_RED = 4;
private static final int COL_YELLOW = 5;
private static final int COL_GREEN = 6;
private static final int COL_DARK_BLUE = 7;
private static final int[] SITE_COLOURS = {
    COL_BROWN, COL_BROWN, COL_LIGHT_BLUE, COL_LIGHT_BLUE, COL_LIGHT_BLUE,
    COL_PINK, COL_PINK, COL_PINK, COL_ORANGE, COL_ORANGE, COL_ORANGE,
    COL_RED, COL_RED, COL_RED, COL_YELLOW, COL_YELLOW, COL_YELLOW,
    COL_GREEN, COL_GREEN, COL_GREEN, COL_DARK_BLUE, COL_DARK_BLUE};
private static final String[] COLOUR_GROUP_NAME = {"brown", "light
blue", "pink", "orange", "red", "yellow", "green", "dark blue"};
private static final int[] NUM_IN_GROUP = {2, 3, 3, 3, 3, 3, 2};

```