

Brianiacs  
APCS pd 6  
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Class Name: Player (extends Token)
+Player(int num)

Class Name: AI
+AI(int num)

Class Name: MediterraneanAvenue (extends Property)
+MediterraneanAvenue(int pos)

Class Name: Property
-int owned -int cost -int rent -int houses -String name -int set -int remainingSet -int houseCost -int mortgaged
+Property(int pos) +buy(Token buyer) +getRent()

+getOwned() +getName() +getSet(int) +getHouseCost()
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Class Name: Tile
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-int position
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+Tile(int pos)
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Class Name: Token
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-int position -int balance -int number
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+Token(int num) +advance(int tiles) +pay(Token other, int amount) +addBalance(int amount) +subtractBalance(int amount) +changePos(int pos) +getPos() +getPlayer() +getBalance()
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Class Name: Woo
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-Tile(?)
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+Woo() +playTurn(Token tok) +newBoard(Tile [] bored) +newGame() +roll() +main
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