

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

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| Class Name: AI |
| |
| +AI(int num) |

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

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|--|
| 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()
```

Class Name: Tile

```
-int position  
  
+Tile(int pos)
```

Class Name: Token

```
-int position  
-int balance  
-int number  
  
+Token(int num)  
+advance(int tiles)  
+pay(Token other, int amount)  
+addBalance(int amount)  
+subtractBalance(int amount)  
+changePos(int pos)  
+getPos()  
+getPlayer()  
+getBalance()
```

Class Name: Woo

```
-Tile(?)  
  
+Woo()  
+playTurn(Token tok)  
+newBoard(Tile [] bored)  
+newGame()  
+roll()  
+main
```