

Shipping.java

```
1 package game.fields;
2
3 import game.BoardController;
4
5
6
7 public class Shipping extends Ownable {
8     private int baseRent;
9
10    // Constructor
11    public Shipping(String title, int price, int baseRent){
12        super(title, price);
13        this.baseRent = baseRent;
14    }
15
16    // Gets rent. The formula for the rent is (2^numberOfFleets) * baseRent
17    @Override
18    public int getRent() {
19
20        return (int)(Math.pow(2, BoardController.getNumberOfFleets(owner)))
21        * baseRent;
22    }
23
24    public String[] decoratorMessage(Player p){
25        String[] first = super.decoratorMessage(p);
26        if (getOwner() == null){
27            return StringTools.add(first, new
28            String[]{"RentMessage",String.valueOf(getBaseRent()),"InRent"});
29        }
30        return first;
31    }
32    @Override
33    public String toString() {
34        return "Fleet [baseRent=" + baseRent + ", price=" + price + ",
35        owner="
36        + owner + ", title=" + title + "];"
37    }
38
39    @Override
40    public int getBaseRent() {
41        return baseRent;
42    }
43 }
```