

Player.java

```
2 * @author Gruppe 51\_E13
4 package game;
5
6
7 public class Player
8 {
9     private String playerName;
10    private Account account;
11    private int currentField;
12    private int twoOfAKindCount = 0;
13    private int inJail;
14    private boolean isBroke;
15    private final int DEFAULT_START_FIELD = 1;
16    private int numberOfJailCards = 0;
17
18    //constructor
19    public Player(String playerName, int balance)
20    {
21        this.playerName = playerName;
22        this.currentField = DEFAULT_START_FIELD ;
23        this.inJail = 0;
24        account = new Account();
25        try {
26            account.setBalance(balance);
27        } catch (Exception e) {
28            e.printStackTrace();
29        }
30    }
31
32    //returns the players name
33    public String getPlayerName()
34    {
35        return playerName;
36    }
37
38    //sets the players name
39    public void setPlayerName(String player)
40    {
41        playerName = player;
42    }
43
44    public Account getAccount(){
45        return account;
46    }
47
48
49    public int getCurrentFieldNumber(){
50        return currentField;
51    }
52    public void setCurrentFieldNumber(int field){
```

Player.java

```
53     currentField = field;
54 }
55
56 public int getNumberOfJailCards() {
57     return numberOfJailCards;
58 }
59
60 public void setNumberOfJailCards(int numberOfJailCards) {
61     this.numberOfJailCards = numberOfJailCards;
62 }
63
64 //Deprecated
65 // public void goBroke(){
66 //     // set balance = 0
67 //     try {
68 //         getAccount().setBalance(0);
69 //     } catch (Exception e) {
70 //         e.printStackTrace();
71 //     }
72 //     // sets all owned fields owner to null
73 //     // and empties his array of owned fields
74 //     for (Ownable o : ownedFields) {
75 //         o.setOwner(null);
76 //     }
77 //     // deletes his array of ownedfields
78 //     ownedFields = null;
79 //
80 //     // makes the player inactive
81 //     isBroke = true;
82 //     //Tells the sad message
83 //     //Decorator.showMessage("" + this.getPlayerName(), "brokeMessage");
84 //
85 // }
86 //
87 @Override
88 public String toString()
89 {
90     return playerName + " : " + account + "\t";
91 }
92
93 public int getTwoOfAKindCount() {
94     return twoOfAKindCount;
95 }
96
97 public void setTwoOfAKindCount(int twoOfAKindCount) {
98     this.twoOfAKindCount = twoOfAKindCount;
99 }
100
101 public void setInJail(int b) {
102     this.inJail = b;
```

Player.java

```
103     }
104
105     public int getInJail() {
106         return inJail;
107     }
108
109     public void setIsBroke(boolean isBroke) {
110         this.isBroke = isBroke;
111     }
112
113     public boolean isBroke() {
114         // TODO Auto-generated method stub
115         return isBroke;
116     }
117
118 }
119
```