

Field.java

```
1 package game.fields;
2 import java.io.FileInputStream;
9
10 public abstract class Field {
11     protected final String title;
12     private static Properties FieldProperties;
13
14     //Constructor
15     protected Field(String title){
16         this.title = title;
17     }
18
19
20     public String getTitle() {
21         return title;
22     }
23
24     protected String[] decoratorMessage(Player player) {
25         return new String[] {player.getPlayerName(), " ", "YouHaveLandedOn"
, " ", title,};
26     }
27 //Inefficient - Loads Properties File
28     protected synchronized Properties getFieldProperties() {
29         if (FieldProperties ==null) {
30             FieldProperties = new Properties();
31             try {
32                 InputStream inputStream = new FileInputStream(
33                     "src\\Field.properties");
34                 FieldProperties.load(inputStream);
35                 inputStream.close();
36                 System.out.println("propertiesLoaded");
37             } catch (FileNotFoundException e) {
38                 e.printStackTrace();
39             } catch (IOException e) {
40                 e.printStackTrace();
41             }
42         }
43         return FieldProperties;
44     }
45 }
46
```