

## Jail.java

```
1 package game.fields;
2
3 public class Jail extends Refuge
4 {
5     private int bail;
6
7     public Jail(String title, int bail, String[] subText, String[]
description)
8
9     {
10         super(title, subText, description);
11         this.bail = bail;
12     }
13
14
15     public int getBail() {
16         return bail;
17     }
18
19     public void setBail(int bail) {
20         this.bail = bail;
21     }
22
23     @Override
24     public String toString() {
25         // TODO Auto-generated method stub
26         return null;
27     }
28
29 }
30
```