```java
package game.fields;

import game.Player;

public class Tax extends Field
{

    private int taxAmount;
    private int taxRate;

    public Tax(String title, int taxAmount, int taxRate)
    {
        super(title);
        this.taxAmount = taxAmount;
        this.taxRate = taxRate;
    }
    //Overload
    public Tax(String title, int taxAmount)
    {
        super(title);
        this.taxRate = -1;
        this.taxAmount = taxAmount;
    }
    @Override
    public String[] decoratorMessage(Player player){
        return StringTools.add(super.decoratorMessage(player),
 taxDescription());

    }

    private String[] taxDescription() {
            if (taxRate <0){
        return new String[]{"YouMustPayTax",": ",String.valueOf(taxAmount)};
            } else {
                return new String[]{"YouMustPayTax",": ",
 String.valueOf(taxAmount)," ", "or"," ", String.valueOf(taxRate), "%"};
            }
    }

    @Override
    public String toString()
    {
        return "Tax [taxAmount=" + taxAmount + ", taxRate=" + taxRate
                + ", title=" + title + "]";
    }

    public int getTaxrate() {
        return taxRate;
    }

```

```java
50    public int getTaxAmount() {
51        return taxAmount;
52    }
53
54    public void setTaxAmount(int taxAmount) {
55        this.taxAmount = taxAmount;
56    }
57
58    public int getTaxRate() {
59        return taxRate;
60    }
61
62    public void setTaxRate(int taxRate) {
63        this.taxRate = taxRate;
64    }
65
66 }
67
```