Assignment 2

Firstly, I get the data's from .json files with JsonReader classes. I also the create the objects of "Properties" and "NotBuyablePlaces" and saved these objects in Properties Map (It named Properties map but it's a <Intager,Gamemap> Map so it have NotBuyablePlaces too). These two classes have a parent abstract class with named "Gamemap". I also create the People objects. Then I get the commands from .txt and with using People.move() function, moving the people on the game board and there are a People.buyordo() function in move function with using it buying, paying rent, or doing other job (like draw a card or pay tax etc.). There is a setOwner() function in Properties so I could do it easily. With getting the owner I did rent works easily too. If the location is chance or community chest there is a doit() function in NotBuyablePlaces class and it work for that chance, community chest, paid tax, or jail works. If the player went to jail, there is a jail attribution in Players class, and it keeps track of how many rounds the player should stay in jail. With using its getter and setter I reach and change the jail information. The game could finish with 2 ways: 1. One is if the commands finished and 2. One is if one of the players goes bankrupt the game finished too. In 2. One I keep the isgamefinished function and if the one of the players bankrupts, program changed the that functions return with true.