

MonopolyGameEngine
::updateAvailableHousesHotelText

```
graph LR; A["MonopolyGameEngine  
::updateAvailableHousesHotelText"] --> B["MonopolyGameEngine  
::getHotelCount"]; A --> C["MonopolyGameEngine  
::getHouseCount"];
```

MonopolyGameEngine
::getHotelCount

MonopolyGameEngine
::getHouseCount