

## Card.Card Class Reference

takes in a predefined card type, text to display and refers to some space or amount of money [More...](#)

### Public Member Functions

def **\_\_init\_\_** (self, card\_type, text, value)  
constructor [More...](#)

def **getType** (self)  
Accessor: returns the type. [More...](#)

def **getValue** (self)  
Accessor: returns the value. [More...](#)

def **getText** (self)  
Accessor: returns the text. [More...](#)

### Private Attributes

**\_type**

**\_text**

**\_value**

### Detailed Description

takes in a predefined card type, text to display and refers to some space or amount of money

### Constructor & Destructor Documentation

#### ◆ \_\_init\_\_()

```
def Card.Card.__init__( self,  
                        card_type,  
                        text,  
                        value  
                        )
```

constructor

#### Parameters

**String** card\_type (chance or community chest)

**String** text the text on the card eg. 'get out of jail free'

**int** value the cost (+ve or -ve) of the card (can be 0)

## Member Function Documentation

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### ◆ getText()

```
def Card.Card.getText ( self )
```

Accessor: returns the text.

#### Parameters

**self** the object pointer

### ◆ getType()

```
def Card.Card.getType ( self )
```

Accessor: returns the type.

#### Parameters

**self** the object pointer

### ◆ getValue()

```
def Card.Card.getValue ( self )
```

Accessor: returns the value.

#### Parameters

**self** the object pointer

## Member Data Documentation

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### ◆ \_text

```
Card.Card._text
```

private

### ◆ \_type

```
Card.Card._type
```

private

◆ **\_value**

Card.Card.\_value

The documentation for this class was generated from the following file:

- D:/Documents/CS3306/monopoly/Monopoly-master/Monopoly-master/[Card.py](#)

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