

Board.Board Class Reference

Public Member Functions

def **__init__** (self, filename, playernames)

def **__str__** (self)
text representation of board [More...](#)

def **getSize** (self)
returns the number of valid positions on the board e.g 39 for the standard 40sq [More...](#)

def **getSpace** (self, pos)
returns the space object at a specified position 'pos' [More...](#)

def **getJailPosition** (self)
returns which space on the board corresponds to jail [More...](#)

def **getPlayer** (self, player_id)
returns the player object with given id [More...](#)

def **removePlayer** (self, player_id)
removes player object from the list of players [More...](#)

def **getPlayerList** (self)
returns a copy of the list of players in game [More...](#)

Private Member Functions

def **_makeSpaces** (self, filename)
parse a textfile to create appropriate space objects makes each card deck once and shares across each space of same name [More...](#)

def **_makeDeck** (self, filename)
makes a deck given a file of cards in the supported format shuffles deck as it is read from file in same order each time [More...](#)

Private Attributes

_vaildtypes

_vaildcardtypes

_property_sets

_spaces

_players

Constructor & Destructor Documentation

◆ **__init__**()

```
def Board.Board.__init__( self,
                          filename,
                          playernames
                          )
```

Member Function Documentation

◆ __str__()

```
def Board.Board.__str__( self )
```

text representation of board

◆ _makeDeck()

```
def Board.Board._makeDeck( self,
                           filename
                           )
```

private

makes a deck given a file of cards in the supported format shuffles deck as it is read from file in same order each time

Parameters

self the object pointer

◆ _makeSpaces()

```
def Board.Board._makeSpaces( self,
                             filename
                             )
```

private

parse a textfile to create appropriate space objects makes each card deck once and shares across each space of same name

Parameters

self the object pointer

String filename the .txt file to be read

◆ **getJailPosition()**

```
def Board.Board.getJailPosition ( self )
```

returns which space on the board corresponds to jail

Parameters

self the object pointer

◆ **getPlayer()**

```
def Board.Board.getPlayer ( self,  
                             player_id  
                             )
```

returns the player object with given id

Parameters

String player_id

self the object pointer

◆ **getPlayerList()**

```
def Board.Board.getPlayerList ( self )
```

returns a copy of the list of players in game

Parameters

self the object pointer

◆ **getSize()**

```
def Board.Board.getSize ( self )
```

returns the number of valid positions on the board e.g 39 for the standard 40sq

Parameters

self the object pointer

◆ **getSpace()**

```
def Board.Board.getSpace ( self,  
                           pos  
                           )
```

returns the space object at a specified position 'pos'

Parameters

pos the index position of the space

self the object pointer

◆ removePlayer()

```
def Board.Board.removePlayer ( self,  
                               player_id  
                               )
```

removes player object from the list of players

Parameters

String player_id

self the object pointer

Member Data Documentation

◆ _players

Board.Board._players

private

◆ _property_sets

Board.Board._property_sets

private

◆ _spaces

Board.Board._spaces

private

◆ _vaildcardtypes

Board.Board._vaildcardtypes

private

◆ _vaildtypes

Board.Board._vaildtypes

private

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

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

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