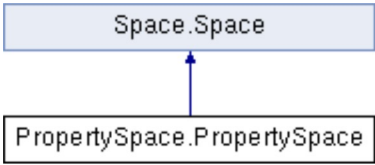


PropertySpace.PropertySpace Class Reference

Inheritance diagram for PropertySpace.PropertySpace:



Public Member Functions

def	<code>__init__</code>	(self, text, price, group)
def	<code>__str__</code>	(self)
def	<code>getRent</code>	(self) Accessor: returns rent. More...
def	<code>getPrice</code>	(self) Accessor: returns price. More...
def	<code>getOwner</code>	(self) Accessor: returns owner. More...
def	<code>setOwner</code>	(self, player_id) sets the property owner More...
def	<code>getGroup</code>	(self) Accessor: returns group. More...
def	<code>addBonus</code>	(self) sets the rent to double if all properties in a group are owned More...
def	<code>removeBonus</code>	(self) resets bonus for owning all properties in a set More...

► Public Member Functions inherited from **Space.Space**

Private Attributes

<code>_price</code>
<code>_rent</code>
<code>_group</code>
<code>_owner</code>
<code>_bonus</code>

Constructor & Destructor Documentation

◆ **`__init__()`**

```
def PropertySpace.PropertySpace.__init__( self,  
                                         text,  
                                         price,  
                                         group  
                                         )
```

Member Function Documentation

◆ __str__()

```
def PropertySpace.PropertySpace.__str__( self )
```

◆ addBonus()

```
def PropertySpace.PropertySpace.addBonus ( self )
```

sets the rent to double if all properties in a group are owned

Parameters

self the object pointer

◆ getGroup()

```
def PropertySpace.PropertySpace.getGroup ( self )
```

Accessor: returns group.

Parameters

self the object pointer

◆ getOwner()

```
def PropertySpace.PropertySpace.getOwner ( self )
```

Accessor: returns owner.

Parameters

self the object pointer

◆ getPrice()

```
def PropertySpace.PropertySpace.getPrice ( self )
```

Accessor: returns price.

Parameters

self the object pointer

◆ getRent()

```
def PropertySpace.PropertySpace.getRent ( self )
```

Accessor: returns rent.

Parameters

self the object pointer

◆ removeBonus()

```
def PropertySpace.PropertySpace.removeBonus ( self )
```

resets bonus for owning all properties in a set

Parameters

self the object pointer

◆ setOwner()

```
def PropertySpace.PropertySpace.setOwner ( self,  
                                           player_id  
                                           )
```

sets the property owner

Parameters

self the object pointer

String player_id

Member Data Documentation

◆ **_bonus**

PropertySpace.PropertySpace._bonus

◆ **_group**

PropertySpace.PropertySpace._group

private

◆ **_owner**

PropertySpace.PropertySpace._owner

private

◆ **_price**

PropertySpace.PropertySpace._price

private

◆ **_rent**

PropertySpace.PropertySpace._rent

private

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

- D:/Documents/CS3306/monopoly/Monopoly-master/Monopoly-master/**PropertySpace.py**