



- I created a superclass named "Square" that covers all the squares in the game.
- I added a subclass named "properties" to "Square" class for buyable squares.
- I added 3 subclasses named "Land", "Railroad", and "Company" to "properties" class. With doing that I could calculate their rents separately.
- I used switch cases and a count variable for Community Chest and Chance. Whenever a card is drawn, I increased the value of count.
- I created a superclass named "People" and inherited 2 subclasses named "player" and "banker".
- I created 2 players and 1 banker object at my main class.
- And also there are 2 more classes which is shared at Piazza for reading json files.

-Görkem Bedel