```
Player
# m money
# m name
# m game position
# m cartes
# m inPrison
# m out
+ Player()
+ payPlayer()
+ addMoney()
+ addCard()
+ exchangeCard()
+ setPosition()
+ getPosition()
+ getName()
+ getMoneyValue()
+ setDeductMoney()
+ setInPrison()
+ getInPrison()
+ setOut()
+ getOut()
    Bank<T>
 + Bank()
 + addMoney()
 + deductMoney()
 + getMoney()
```