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()