

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()
```