UML Class Diagram of Monopoly Game

Player
- -id: int
- -name: String
- -totalTour: int
- -position: int
- -money: double
- -inGame: boolean

- +getCurrentPosition(): int
- +setPosition(int): void
- +nextTurn(): void
- +getTotalWalk(): int
- +tossDie(): int
- +getMoney(): double
- +addMoney(double): void
- +subtractMoney(double): void
- +inGame(): boolean
- +setINGame(boolean): void
- +getName(): String
- +getId(): int
- +getPosition(): int
- +getTotalTour(): int
- +setTotalTour(int): void

Bank
- -id: int
- -name: String
- -totalTour: int
- -position: int
- -money: int
- -inGame: boolean
- -isBank: boolean
- -initialBankMoney: int

- +setMoney(int): void
- +payMoney(Player,int): void

MapBox
- name: String
- id: int
- +value: int

- +getName(): String
- +getId(): int
- +setName(String): void
- +doAction(Player): void

District
- -id: int
- -priceAmount: double
- -development: double
- -rentAmount0: double
- -rentAmount1: double
- -rentAmount2:double
- -rentAmount3: double
- -rentAmount4: double
- -owner: Player
- -name: String

- +getName(): String
- +getId(): int
- +setId(int): void
- +doAction(Player): void

Prison
- -id: int
- -name: String

- +getName(): String
- +getId(): int
- +doAction(Player): void

TaxAdministration
- -name: String
- -tax: double
- -id: int

- +getName(): String
- +getId(): int
- +doAction(Player): void

StartingPoint
- -id: int
- -name: String

- +getName(): String
- +getId(): int
- +doAction(Player): void

Card
- -cardName: String
- -id: int

- +getName(): String
- +getId(): int
- +doAction(Player): void

Soot
- -id: int
- -name: String
- -price: double
- -loan: double

- +getName(): String
- +getId(): int
- +doAction(Player): void

FreeParking
- -id: int
- -name: String

- +getName(): String
- +getId(): int
- +doAction(Player): void

Main

- +main(String[]): void

Board
- -boardName: String
- -blocks: ArrayList<MapBox>

- +setBoardName(String): void
- +getBoardName(): String
- +setBlocks(ArrayList<MapBox>): void
- +getBlocks(): ArrayList<MapBox>
- -getBlockStrings(): void
- -createBlock(String): void
- +getMap(): ArrayList<MapBox>

LuxuryTax

- +doAction(Player):void

IncomeTax

- +doAction(Player): void

PublicFundCard
- -id: int
- -cardName: String

- +doAction(Player): void

ChanceCard
- -value: int
- -id: int

- +doAction(Player): void