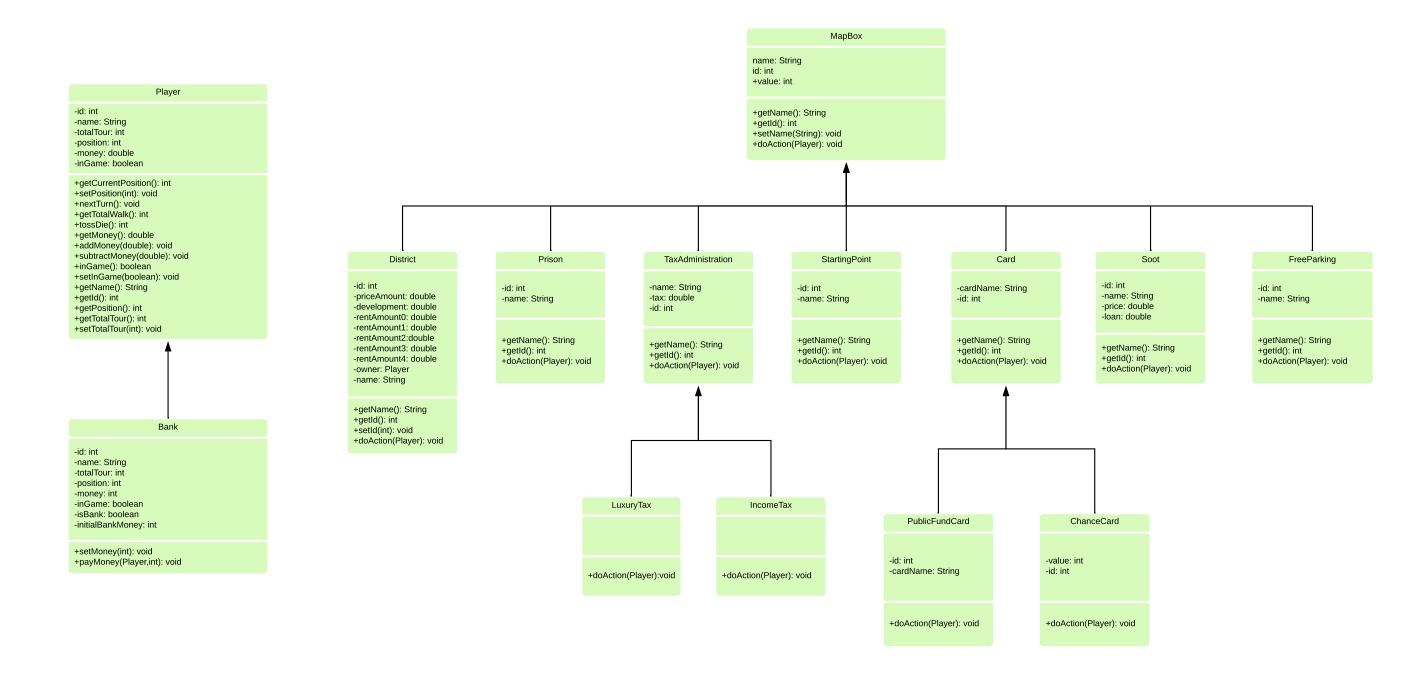
UML Class Diagram of Monopoly Game



Board

+main(String[]): void

Main

-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>