UML Class Diagram Of Monopoly(2nd Iteration)

Plaver -blocks: ArrayList <MapBox> -id: int -name: String -totalTour: int -position: Position -money: Money -inGame: boolean -inGame: boolean -die: Dice -hasPositionExitCard: boolean -inPrison: boolean -inPrisonTime: int +getCurrentPosition(): int +setPosition(int): void +nextTurn(): void +tossDie(): int +getMoney(): Money +inGame(): boolean +setInGame(boolean): void +getName(): String +getId(): int +addDeed(MapBox): void +audbett(wapbox). Void +getDed(): List <MapBox> +isInPrison(): boolean +setInPrison(boolean): void +isHasPrisonExitCard(): boolean +setHasPrisonExitCard(boolean): void +getInPrisonTime(): int +setPrisonTime(int): void Board -boardName: String -blocks: ArrayList <MapBox> +setBoardName(String): void +getBoardName(): String +setBlocks(ArrayList <MapBox>): void +getBlocks(): ArrayList <MapBox> -getBlock(Strings(): void -createBlock(String): void +getMap(): ArrayList <MapBox>

-level: int

+develop(District): void
+getLevel(): int
+toString(): String

Bank

+payMoney(Player, Money): void +takeMoney(Player, Money): void

Money

+getMoney(): double +setMoney(double): void +addMoney(Money): void

Position

+getCurrentPosition(): int +setPosition(int): void

position: int

-name: String -money: Money

-money: double

Die

+Die()
+tossDie(): void

Dice
+tossDie(): int

+diceAction(Player, Board, int, boolean, int, ArrayList <MapBox>): void

PlayerManager

+playerHasNoMoney(Player, Board):
void
+alreadyHasNoMoney(Player): boolean

-HEA_Bank: Bank
-playerForCards: ArrayList <Player>
-boardForCards: ArrayList <MapBox>
+main(String[]): void

Main

