Namespace	Type	Member	Maintainability Index	Cyclomatic Complexity	Depth of Inheritance	Class Coupling	Lines of Code
			77	157	2	22	401
Monopoly			77	157	2	22	401
Monopoly	PropertyCell		71	20	2	4	46
Monopoly	PropertyCell	SetOwner(Player) : void	86	1		1	2
Monopoly	PropertyCell	SetAvailable(bool) : void	95	1		0	1
Monopoly	PropertyCell	PropertyCell(int, int, int)	69	1		3	6
Monopoly	PropertyCell	PropertyCell()	100	1		1	1
Monopoly	PropertyCell	LandedOn(Player) : void	47->61	12->5		4	28->11
Monopoly	PropertyCell	IsAvailable() : bool	91	1		0	2
Monopoly	PropertyCell	GetRentPrice() : int	91	1		0	2
Monopoly	PropertyCell	GetPrice() : int	91	1		0	2
Monopoly	PropertyCell	GetOwner() : Player	91	1		1	2
Monopoly	Program		61	8	1	5	21
Monopoly	Program	Program()	100	1		0	1
Monopoly	Program	Main(string[]) : void	52	7		5	20
Monopoly	Player		73	35	1	9	97
Monopoly	Player	TurnNumber.set(int) : void	95	1		0	1
Monopoly	Player	TurnNumber.get() : int	91	1		0	2
Monopoly	Player	SellProperty() : bool	47	9		8	29
Monopoly	Player	SellAllProperty() : void	75	2		3	3
Monopoly	Player	Position.set(Cell) : void	95	1		1	1
Monopoly	Player	Position.get() : Cell	91	1		1	2
Monopoly	Player	Player(int, string)	73	1		2	5
Monopoly	Player	Player()	73	1		2	5
Monopoly	Player	PayRentToOwner() : void	73	1		1	4
Monopoly	Player	PayRentTo() : bool	63	3		3	11
Monopoly	Player	Name.set(string) : void	95	1		0	1
Monopoly	Player	Name.get() : string	91	1		0	2
Monopoly	Player	Money.set(int) : void	95	1		0	1
Monopoly	Player	Money.get() : int	91	1		0	2
Monopoly	Player	IsKickedOut.set(bool) : void	95	1		0	1
Monopoly	Player	IsKickedOut.get() : bool	91	1		0	2
Monopoly	Player	getPropertyNumber() : int	87	1		2	2
Monopoly	Player	GetPosition() : Cell	91	1		1	2
Monopoly	Player	getNetWorth() : int	68	2		3	6
Monopoly	Player	CheckProperty() : bool	87	1		1	2
Monopoly	Player	BuyProperty() : bool	60	3		4	13
Monopoly	LotCell		89	3	2	4	5
Monopoly	LotCell	LotCell(int)	84	1		2	2
Monopoly	LotCell	LotCell()	100	1		1	1
Monopoly	LotCell	LandedOn(Player) : void	81	1		4	2
Monopoly	JailCell		83	3	2	4	6

Monopoly	JailCell	LandedOn(Player) : void	78	1		4	3
Monopoly	JailCell	JailCell(int)	84	1		2	2
Monopoly	JailCell	JailCell()	100	1		1	1
Monopoly	IncomeTaxCell		70	7	2	5	17
Monopoly	IncomeTaxCell	LandedOn(Player) : void	57	5		5	14
Monopoly	IncomeTaxCell	IncomeTaxCell(int)	84	1		2	2
Monopoly	IncomeTaxCell	IncomeTaxCell()	100	1		1	1
Monopoly	GoToJailCell		73	7	2	4	18
Monopoly	GoToJailCell	moveToJailCell(Player) : void	95	1		2	1
Monopoly	GoToJailCell	LandedOn(Player) : void	59	4		4	13
Monopoly	GoToJailCell	GoToJailCell(int, Cell)	79	1		2	3
Monopoly	GoToJailCell	GoToJailCell()	100	1		1	1
Monopoly	GoCell		90	3	2	4	5
Monopoly	GoCell	LandedOn(Player) : void	82	1		4	2
Monopoly	GoCell	GoCell(int)	84	1		2	2
Monopoly	GoCell	GoCell()	100	1		1	1
Monopoly	GameMaster		72	40	1	6	124
Monopoly	GameMaster	UtilDiceRoll.set(int) : void	94	1		0	1
Monopoly	GameMaster	UtilDiceRoll.get() : int	91	1		0	2
Monopoly	GameMaster	Turn.set(int) : void	94	1		0	1
Monopoly	GameMaster	Turn.get() : int	91	1		0	2
Monopoly	GameMaster	Print(bool) : void	54	3		4	15
Monopoly	GameMaster	PlayGame(string) : void	49	8		3	24
Monopoly	GameMaster	PlayGame() : void	50	6		3	23
Monopoly	GameMaster	MovePlayer(Player, int) : Cell	68	2		4	6
Monopoly	GameMaster	GetUtilDiceRoll() : int	73	1		1	5
Monopoly	GameMaster	GetTurn() : int	84	1		1	2
Monopoly	GameMaster	GetPosition(Player) : Cell	81	1		2	3
Monopoly	GameMaster	GetPlayerIndex(Player) : int	82	1		1	3
Monopoly	GameMaster	GetPlayer(int) : Player	81	1		1	3
Monopoly	GameMaster	GetGameBoard() : GameBoard	81	1		1	3
Monopoly	GameMaster	GetCurrentPlayerIndex() : int	72	1		2	5
Monopoly	GameMaster	GetCurrentPlayer() : Player	72	1		1	5
Monopoly	GameMaster	GameMaster(Die[], GameBoard	73	1		3	5
Monopoly	GameMaster	GameMaster()	87	1		0	2
Monopoly	GameMaster	GameBoard.set(GameBoard) :	95	1		1	1
Monopoly	GameMaster	GameBoard.get() : GameBoard	98	1		1	1
Monopoly	GameMaster	EndGame() : void	72	1		1	6
Monopoly	GameMaster	Die.set(Die[]) : void	94	1		1	1
Monopoly	GameMaster	Die.get() : Die[]	91	1		1	2
Monopoly	GameMaster	ArrayOfPlayers.set(Player[]) : v	94	1		1	1
Monopoly	GameMaster	ArrayOfPlayers.get() : Player[]	91	1		1	2
Monopoly	GameBoard		70	18	1	12	39

Monopoly	GameBoard	QueryCellIndex(Player) : int[]	66	3		4	7
Monopoly	GameBoard	QueryCell(string) : Cell	74	2		4	4
Monopoly	GameBoard	MoveToAnotherCell(Cell, int, o	66	2		3	8
Monopoly	GameBoard	GetPropertiesInMonopoly() : v	100	1		0	0
Monopoly	GameBoard	GetCellNumber(Cell) : int	87	1		1	2
Monopoly	GameBoard	GetCell(int) : Cell	85	1		3	2
Monopoly	GameBoard	GameBoard()	55	8		8	16
Monopoly	Die		74	2	1	2	9
Monopoly	Die	DieRoll() : int	67	1		2	7
Monopoly	Die	Die()	86	1		1	2
Monopoly	Cell		93	11	1	2	14
Monopoly	Cell	SetOwner(Player) : void	95	1		2	1
Monopoly	Cell	SetAvailable(bool) : void	95	1		1	1
Monopoly	Cell	LandedOn(Player) : void	100	1		1	0
Monopoly	Cell	IsAvailable() : bool	95	1		1	1
Monopoly	Cell	Index.get() : int	91	1		0	2
Monopoly	Cell	GetRentPrice() : int	95	1		1	1
Monopoly	Cell	GetPrice() : int	95	1		1	1
Monopoly	Cell	GetOwner() : Player	95	1		2	1
Monopoly	Cell	CellName.get() : string	91	1		0	2
Monopoly	Cell	Cell(int, string)	81	1		0	3
Monopoly	Cell	Cell()	100	1		0	1