

In this assignment, I made a monopoly game with java. First of all, I created a Square array with 40 elements in the property json class prepared by my teacher. Array's index shows locations on map. The elements of the array are showing the places, cards, etc. in this indexes. Square class is the ancestor class of all places. This Square class includes abstract calculations method. With this method, I can do the right operations by using override regardless of the object in the square array is. I also have static printer method for print and static String for recursion(for example go back 3 spaces and draw another card). I am holding every operations description in this String. Secondly, I created a Propertie class and RentBehaviour interface. The main reason is that whatever the type of propertie is, it does the same operations except calculating rent. For renting, I'm giving the objects to a Propertie's constructor. This objects are created the class which is implements from RentBehaviour interface just like the Strategy Pattern. This propertie also holds propertie's name, owner etc. Thirdly, I have created a player and banker class for holding informations like name, money etc. Fourthly, I created a Other class which is ancestor of other places like FreeParking etc. Then I created Card classes. This classes' constructors assign the classes name. and doing calculations' operations by looking its name. I also have a CardReader class. This class is only for creating card elements for Square array. After doing this things I need to finish games in order to 3 conditions(bankrupt, money 0, commands ends) in each statement I need to print show command that's why I put it outside while loop. Finally I am making my calculations in main class and write it in main class with static writer object.