

Initial (Incomplete) UML Class Diagram for Square and its subclasses.

Be sure to use the given identifiers for the class, instance variables and methods as shown in each of the UML diagrams.

If you want to use C# Property rather than the given Accessor method (eg GetName() in Square class) be sure to replace all Accessors with a Property implementation.

Square
-name: string -number: integer
+Square() +Square(string name, integer number) +GetName(): string +GetNumber(): integer

Square class represents an “ordinary” square on the board. It is also the parent (base) class for the other three (3) Square subclasses, Win_Square, Lose_Square and Chance_Square. Each square has a name which is the square’s number convert to a string except for the Start and Finish Squares.

Win_Square extends Square
+Win_Square((string, integer)

Lose_Square extends Square
+Lose_Square(string, integer)

Chance_Square extends Square
+Chance_Square(string, integer)

Each of the subclass Constructor's called the parent class Constructor and does nothing else.

The default Constructor of Square should throw an exception of type `ArgumentException` with an error messages that its use is invalid.

Additional functionality will be added to each of these classes in future release of specification. However this current specification is sufficient for Part A of the assignment to be completed.