



Square class set to abstract to cover all squares inside the game class

Land has its own rent and calculate rent methods because only land and its inherits have rents.

Community chest and chance are designed with switch cases so i can draw single card one at a time. To make that happen, i use static count and every time i go in the class i add count 1.

SpecialPlace is where the GO, JAIL etc. are in. And it has switch case statement for every location that they have.

For User class I add owned lands to check if it has been bought by other player before. Waitlaps is set to check if the player has the right to play.

As the name of the Printer suggests, the class responsible for printing operations.

The Monopoly class is designed as the main class where all the classes come together.

NotEnoughMoneyException was placed to see if the player has run out of money. When the player's money drops below 0, it throws to end the game.