frame

<<Building>>
Building

string Name;
string BuildingType;
int Cost;
bool IsPurchased;
int Score;

<<Interface>>
City

List buildingTypes
List transportationTypes
List restaurantTypes;
List entertainmentTypes;

+ method1: AddEntertainment()
+ method2: CreateEntertainment()
+ method1: AddTransportation()
+ method2: CreateTransportaion()
+ method1: AddRestaurants()
+ method2: CreateRestaurants()

<<Player>>
Player

public Player() {}

+ method1(Type): PurchaseBuilding()

<<Resturant>>
Restaurant

Restaurant : Building

<<Transportation>>
Transportation

Transportaion : Building

<<Entertainment>>
Entertainment

Entertainment : Building

<<Interface>>
main.cs

GreetingWindowupdate()
GiveMoneyTimer_Elapsed()
UpdateCash()
UpdateScore()
SetCurrentBuildingType()
ToggleBuldMenuButtonClick()
PreviusBuldinMenuBtnClick()
NextBuldinMenuBtnClick()
buyBuildingClick()
buildingMenuSelectionChanged()
Window
PlayClickSound()

<<Wallet>>
Wallet

int currentAmount

GetCurrentAmount();
CanPurchase();
Add();
Remove();
Set();