+getName(): string +getLanguage(): string +infromStartGame(numberOfPlayers:int): void +informTurn(player:int): void +informDiceValues(diceValues:int[]): void +informCashChange(player:int,cashChange:int): void +informStreetBuy(): void +informConstruct(street:int): void

<<interface>>

+informDestruct(street:int): void
+informMortgageToogle(street:int): void

+informCardPull(string:text,communityCard:boolean): void

+informBankruptcy(): void

+informMessage(text:string,sender:int,private:boolean): void

+informTrade(actingPlayer:int,partnerPlayer:int): void

+informAuction(): void

