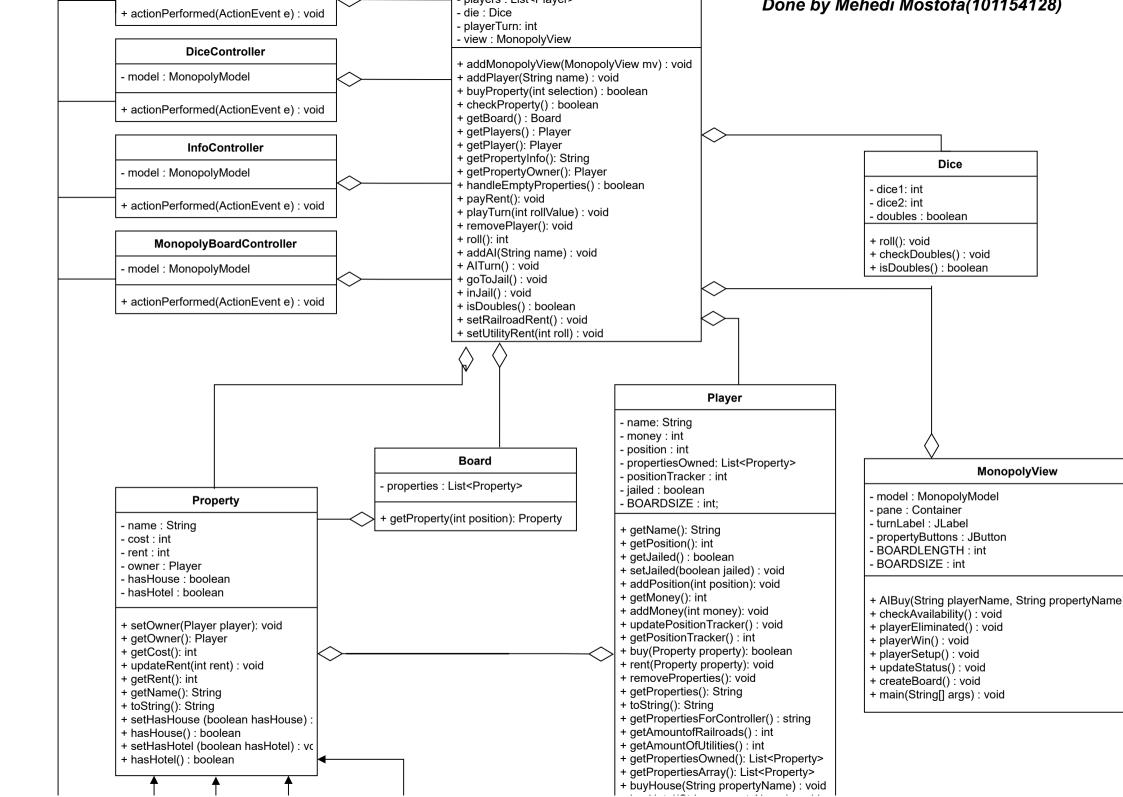
HouseAndHotelController
- model : MonopolyModel
- board : Board
- players : List<Player>



) : void

