Ownable

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| getPrice() | - | This method returns the price of an Ownable | 1 | The method is called on Almond Drive which is a Property that extends Ownable. Almond Drive costs $60. | The method returns 60. | The method returns 60. | P |
| getOwner() | - | This method returns the Player owner of an Ownable | 1 | The method is called on Almond Drive which is a Property that extends Ownable. Almond Drive is owned by player2 which is a Player object. | The method returns player2. | The method returns player2. | P |
| getCardMultipliers() | - | This method returns an ArrayList<Card> card multipliers currently applied on an ownable | 1 | The method is called on Almond Drive which is a Property that extends Ownable. Almond Drive has no cards on it. | The method returns an empty ArrayList<Card> | The method returns an empty ArrayList<Card> | P |
|  |  |  | 2 | The method is called on Almond Drive which is a Property that extends Ownable. Almond Drive has a double rent Card and a 10% increase rent Card. | The method returns an ArrayList<Card> which contains the double rent Card and the 10% increase rent Card. | The method returns an ArrayList<Card> which contains the double rent Card and the 10% increase rent Card. | P |
| setOwner() | owner – Player which will own the Ownable | This method sets the owner of an Ownable to the Player in the parameter | 1 | The method is called to set player3 which is a Player object to own Almond Drive. | Player3 now owns Almond Drive. | Player3 now owns Almond Drive. | P |