DisplayScreen

Constructor
public DisplayScreen()
Default constructor
public void displayDashes()
Helper method to Display doted lines in the board
public String displayMonopolySpaces()
Helper method to Display spaces between the borders and the MONOPOLY sign. Return blank spaces - String return here because it was needed in the method print monopoly board screen
public void displaySpaces()
Helper method to Display spaces between border to border
public void displayDashandSpace()
Helper method to Display dashed lines and spaces
public void alignTextCenter16(String text)
Helper method to Align text to the centre position in a box of 16 characters text : Takes in a string of text to be aligned into the middle of the characters.

public void getNameOfLocation(Location[] location, **int** i)
Helper method to print the names of Locations in the location arrays
location: Array containing all the locations imported from text file
i : An int from the loop which states the current location position in location array
- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void getPriceOrSpecialInfo(Location[] location, **int** i)
Helper method to print the price or special info of Locations in the location arrays
- Price for colour locations & special locations
- Special info for blank locations
location: Array containing all the locations imported from text file
i : An int from the loop which states the current location position in location array
- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void getColourOfLocation(Location[] location, **int** i)
Helper method to print the colour of location in the location arrays
- Only applicable for the colour instances

location: Array containing all the locations imported from text file

i : An int from the loop which states the current location position in location array

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void getHousingOfLocation(Location[] location, **int** i)

Helper method to print the Housing of the location in the location arrays

- Only applicable for colour instances

- If there is one house, print H, two – HH, three – HHH, four – HHHH

- If there is a hotel, don't print houses, print – [HOTEL]

location: Array containing all the locations imported from text file

i : An int from the loop which states the current location position in location array

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void getPosOfPlayer(Location[] location, Player[] player, **int** a)

Helper method to print the names of Locations in the location arrays

location: Array containing all the locations imported from text file

player : Array containing all the players in the game

a: An int from the loop which states the current loop value for player

location

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void printMainScreen()
Method to display the welcome screen

public void printMonopolyBoardScreen(Location[] north, Location[] south, Location[] east, Location[] west, Player[] player)
Method to display the main board

north : North array of locations taken in from main class

south : South array of locations taken in from main class

east: East array of locations taken in from main class

west: West array of locations taken in from main class

player : Array containing all the players in the game.

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void printGameScreen(Player currPlayer)
Method to display the player options

- If they are in debt, don't display 1 – 3.

- If they have a get out of jail free card, show option 9.

currPlayer : Essentially playerArray[playercounter], just simplified because

playerArray was not required

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void ShowAllPropertiesOwned(Player[] playerArray, **int** playerCounter,String option)

Method to display all the properties owned by the current player

playerArray : Array containing all the players in the game.

playerCounter : Int which keeps track of which player turn it is.

option : takes in option to upgrade, downgrade or mortgage which decides which property to print

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void ShowAllProperties(Location[] location, Player[] playerArray)

Method to display all properties

Location: Array containing all the locations imported from text file

playerArray : Array containing all the players in the game.

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.

public void DisplayHeaderForShowAllPropertiesMethod(String direction)

Method to display headers for all property

direction : String direction to reuse the method. If the string is north, prints out north, if it is south, print south header etc.

- Return type is void because it is printing it out as it is called, would be quicker to print it out there than to print it outside.