

CommunityChestCard

String euro : A variable which contains the euro symbol from the Displayer class.

Constructor

```
public CommunityChestCard()
```

Default constructor

```
public CommunityChestCard(String specialInfo)
```

Constructor that takes in special info and stores it into a local variable

specialInfo : cards special info – “Go to Jail” or “Advance to Go”

```
public void ActionCard(Player[] playerArray, int playerCounter, Cards card,  
Cards[] chanceCard)
```

A method that takes in the player array, the current player, a card, and the chanceCard array.

- Takes in chance card array due to an action that the player could possibly take a community chest card which says “Take a fine or take a card” in which to access the current card, has to have the current instance of community chest card array.
- Return void because there are many possibilities of the actions

occurring, so handle them all inside the method itself.

playerArray : The games array of players

playerCounter : Int which has the current players turn

card : A Card generated from the rules class which gets a card from inputting the random number generated from random objects.

chanceCard : Chance card array