SpecialLocation

Boolean isOwned = false : Keeps track of whether the location is owned already. Default at false because it is not sold yet.

Int mortgage : Variable containing the mortgage value of the location

Int ownedByWhichPlayer = 10 : Variable which keeps track of who the owner of the property is, 10 is a dummy value

Int[] rent : Variable containing a reference to an array which contains the rents of the location.

Constructor
public SpecialLocation(String name, int price, int mortgage,int position, int rent1, int rent2, int rent3, int rent4)
Constructor which takes the price of the property, mortgage and name and inserts it into the super's constructor - Location.   name: location name   price: location price   mortgage: selling price of the property   position: the position of the location   rent1: rent with one property – Train location & Utilities location

rent2: rent with two property – Train location & Utilities location

rent3: rent with three property – Train location

rent4: rent with four properties – Train location

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public boolean GetIsOwned()

Getter method to get variable isOwned which checks if anyone is owning the

property currently.

- Boolean return type because the variable is Owned is boolean

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public int GetMortgage()

Getter method to get the mortgage if a property

- Int return type because the variable is Owned is int

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public int GetOwnerOfProperty()

Getter method to get the owner of the property

- Int return type because the variable is Owned is int

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public int GetRent(**int** index)

Getter method to get the rent of a property from the rent array

Index : number of property

Return rent of a property based on the number of property a player owns,

e.g owns one property – 50, two property – 100 and so on.

- Int return type because rent is an integer

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public void BuyingProperty(**int** playerCounter)

Method to set the owner of the property to current player and set isOwned

variable to true.

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

- Void used because it is doing the actions inside this method itself,

  which requires no return.