

Fileaccessor Class

String filename : A private variable which contains the name of the file to be imported from.

Constructor

```
public class FileAccessor
```

Default constructor

```
public boolean IfChecking11(int counter)
```

Helper method to check if the counter is equals to the length of the location array.

- If it is, return true.
- Else return false.

Counter : the number of properties at the north and south side of the board, it will increase as the counter goes through the file

- Return type is chosen to be Boolean because if the counter is equals to 11, will return set the counter in importLocationfromfile method to 0.

```
public boolean IfChecking9(int counter)
```

Helper method to check if the counter is equals to the length of the location array.

- If it is, return true.
- Else return false.

Counter : the number of properties at the east and west side of the board, it will increase as the counter goes through the file

- Return type is chosen to be Boolean because if the counter is equals to 9, will return set the counter in importLocationfromfile method to 0.

public boolean IfChecking16(**int** counter)

Helper method to check if the counter is equals to the length of the cards array.

- If it is, return true.
- Else return false.

Counter : the number of cards for chance and community chest cards, it will increase as the counter goes through the file

- Return type is chosen to be Boolean because if the counter is equals to 16, will return set the counter in importLocationfromfile method to 0.

public void ImportLocationFromFile(Location[] locationNorth, Location[] locationEast, Location[] locationSouth, Location[] locationWest

Method to import locations from the text file

LocationNorth : Takes in the array for the North side of the board from location class from the method add location

locationEast : Takes in the array for the East side of the board from location class from the method add location

locationSouth : Takes in the array for the South side of the board from location class from the method add location

locationWest: Takes in the array for the West side of the board from location class from the method add location

- Return type is void here because it completes the task of adding locations into arrays in this method itself.

public void ImportCardFromFile(Cards[] communityChest, Cards[] chance

Method to import cards from the text file

communityChest : get community chest card information from the text file

chance : get chance card information from the text file

- Return type is void here because it completes the task of adding cards into arrays in this method itself.