

```
1 #include "Board.h"
2 #include "Slot.h"
3 #include "Player.h"
4 #include <string>
5 #include <iostream>
6 using namespace std;
7
8
9 int main()
10 {
11     Board monopoly;
12     cout << monopoly;
13     Player players[2] = { Player("Neta",monopoly, 350),Player("Yael",monopoly, 350) };
14     monopoly.play(players);
15     return 0;
16 }
17
18
19
```