Figure 2: First design. Note that (a) **Square** is not abstract, it represents a regular square so we introduce the interface **ISquare** to "program to an interface, not an implementation". (b) The **Game** object knows its squares, but a square needs to know its **Game** in order to get the new square for a player after rolling the dice. Game has also (not shown) methods `firstSquare()` and `findSquare(int pos)` which return an **ISquare**.

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