Property

-name : string
-owner : String
-rent :int
-cost int
-colorGroup: string
-space : int

#Property(name:string, Owner: String, type: int ,colourGroup:string rent: int ,cost :int, space: int)
+Property()
+getName() String
+getOwner() int
+setOwner(String) void
getColour() String
+getPrice() int
+getRent() int
+getSpace() int
+createBoard(properties: ArrayList<Property>)

Banker

-money

+getMoney(): Int
+receiveMoney(amount: Int) void
+payMoney(amount: Int): void
+Banker(Money: int)

Player

-name : string
-numproperties int
piece :int
-money: int
-doubles :int

+getName() String
+getPiece() Int
+setName(String) void
+setMoney (int) void
+setPiece (Int) void
+addDouble(int) void
setSpace(int)void
movePiece(int) void
buyProperty (Property) boolean
sellProperties()
+getProperties() int
+getDoubles() int
+resetDoubles() void
+getSpace() int