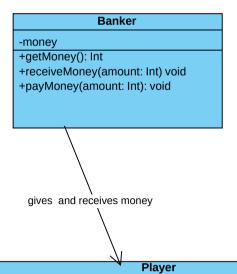


Property -name: string -owner : String -rent :int -cost int -colorGroup: string -space : int #Property(name:string, Owner: String, type: int ,colourGroup:string rent: int ,cost :int, space: int) +Property() +getName() String +getOwner() int +setOwner(String) void getColour() String +getPrice() int +getRent()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

buys and sells-



-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