Property

- -name: string -owner: String
- -rent :int
- -colorGroup: string
- -space : int
- #Property(name:string, Owner: int. type: int. colourGroup:string rent: int. cost :int. space: int)
- +Property()
- +getName(): String
- +getOwner(): int
- +setOwner(int): void
- getColour(): String
- +getCost(): int
- +getRent(): int
- +getSpace(): int
- +toString (): String
- +isOwned (): Boolean

Inheritance

Board

- properties: ArrayList<Property>
- -Board(name: String, owner: int, colorGroup: String, type:int, rent: int, cost: int, space: int)
- +create properties (properties: ArrayList<Property>) :void



Banker

- -money
- +getMoney() int
- +setMoney(money:int) void

Player

- -name : string
- -numproperties int
- -piece :int
- -money: int
- -doubles :int
- -properties: ArrayList<Property>
- +Player(name: String)
- +Player()
- +getName():String
- +getMoney():int
- getPiece(piece number:int): String
- +getPieceName():String
- +getPropertiesArray(): ArrayList<Property>
- +buyProperty (Property) boolean
- +sellProperties(): void
- +getProperties(): int
- +getDoubles(): int
- +resetDoubles() void
- +getSpace() int
- +setMoney(amount:int)
- addProperties(Property):void
- +getMoney(): int
- +addDoubles():void
- +moviPiece(rolled):void
- setPiece(piece): void