## 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(int): void
getColour(): String
+getCost(): int
+getRent(): int
+getSpace(): int
+toString (): String
+isOwned (): Boolean

## Banker

-money

+getMoney(): Int
+setMoney(amount :Int)

+Banker(Money: int)

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

## 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