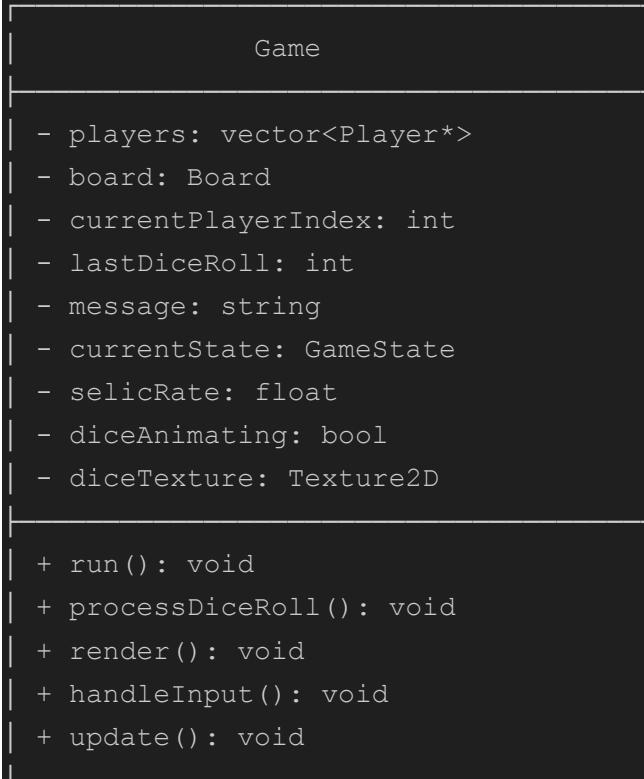
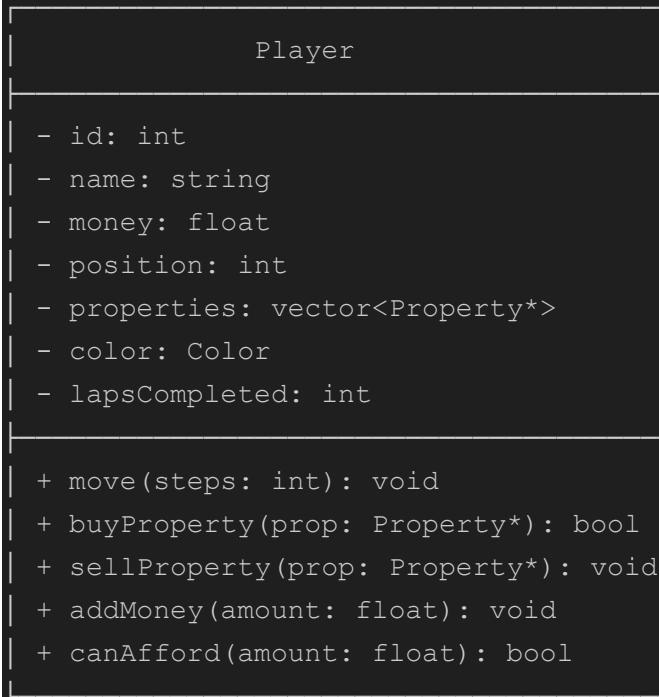


```
# Diagrama de Classes - Sistema Bankov
```

```
## Classe Game (Principal)
```



```
Classe Player
```



Classe Property (Abstrata)

```
|-----|  
|       Property |  
|-----|  
| # name: string |  
| # price: float |  
| # owner: int |  
| # color: Color |  
| # rent: float |  
|-----|  
| + getName(): string |  
| + getPrice(): float |  
| + getRent(): float |  
| + getOwner(): int |  
| + setOwner(ownerId: int): void |  
| + updatePrice(percent: float): void |  
| + canBeBought(money: float): bool |  
|-----|
```

Classes Derivadas

```
|-----|-----|  
|       Stock      |       FII      |  
|-----|-----|  
| - ticker: string | - ticker: string |  
| - sector: string | - type: string |  
| - dividend: float | - yield: float |  
|-----|-----|  
| + getTicker(): str | + getTicker(): str |  
| + getSector(): str | + getYield(): float |  
|-----|-----|
```

Classe Board

```
Board

- properties: vector<Property*>
- events: vector<Event>
- eventPositions: vector<int>

+ getPropertyAtPosition(pos: int)
+ isEventPosition(pos: int): bool
+ getRandomEvent(): Event
+ applyMarketShift(percent: float)
```

Classe Event

```
Event

- description: string
- moneyChange: float
- marketPercent: float
- sectorTarget: string

+ execute(player: Player&): void
+ getDescription(): string
+ getMarketPercent(): float
```