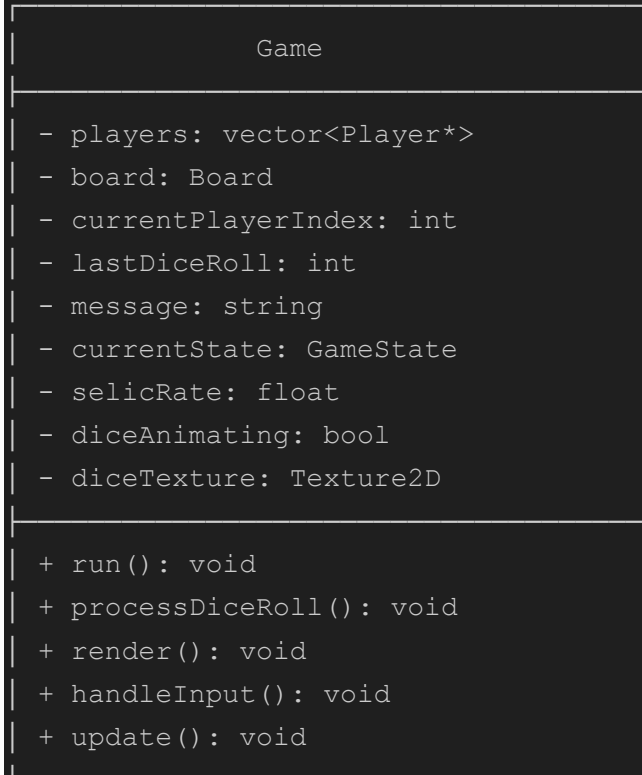
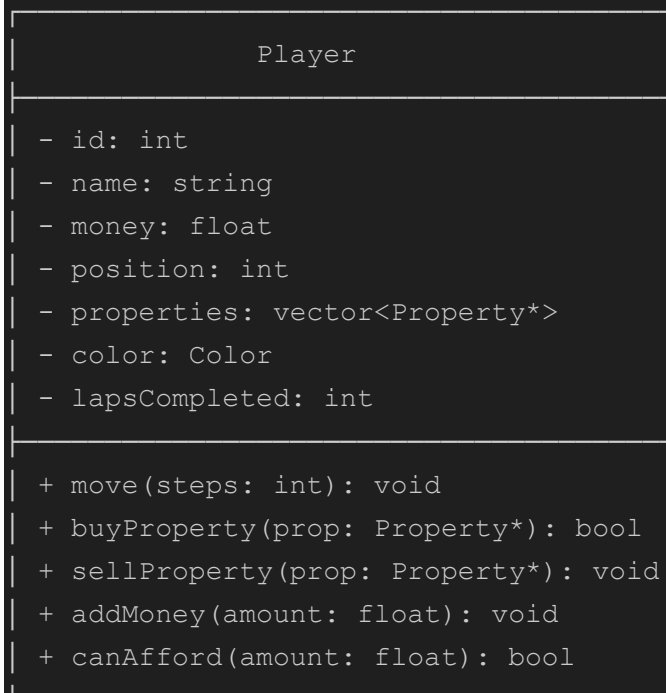


Diagrama de Classes - Sistema Bankov

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
- ticker: string
- sector: string
- dividend: float
+ getTicker(): str
+ getSector(): str

FII
- ticker: string
- type: string
- yield: float
+ getTicker(): str
+ getYield(): float

Classe Board

Board
<ul style="list-style-type: none">- properties: vector<Property*>- events: vector<Event>- eventPositions: vector<int>
<ul style="list-style-type: none">+ getPropertyAtPosition(pos: int)+ isEventPosition(pos: int): bool+ getRandomEvent(): Event+ applyMarketShift(percent: float)

Classe Event

Event
<ul style="list-style-type: none">- description: string- moneyChange: float- marketPercent: float- sectorTarget: string
<ul style="list-style-type: none">+ execute(player: Player&): void+ getDescription(): string+ getMarketPercent(): float