

# BBM104 – ASSIGNMENT 3 REPORT

## **Problem Definition:**

This problem implements the monopoly game with 2 players and a banker. There are squares to which players travel and the program makes necessary operation depending on types of squares (Property, Action, Tax, Other). Also players throw a dice and moves by the number on dice. This concept must be implemented with inheritance and polymorphism.

## **Steps of Algorithm:**

- Firstly, JSON files, which give properties data and cards data (property.json, list.json), and “command.txt” file are read.
- After reading files, the other squares are defined and set up/sorted the table of game in comparison to id numbers.
- The movement of the players are specified by the number on the dice and implementations of squares.
- The actions of players on specific squares are implemented in separate functions and users’ money and properties are updated by these functions.
- Outputs of commands are written to “output.txt” file.

## UML Diagram:

