







game:MonopolyGame 1

sf = new SquareFactory()

sf:SquareFactory

new Board(sf)

:Board

buildSquares()
linkSquares()

new

squares:ArrayList<Square>

Square i:[1..40] = createSquare(i)

Alternative

[i == 1]

:GoSquare

new

[Else]

:RegularSquare

new

Factory Sequence

