GoToJail()

getPropertyIndex()

getPropertyIndex()

getTaxMoney()

getPropertyIndex()

**: Chance**

**: Properties**

**Player**

getDescription()

return Index

ChanceMethod()

**:Jail**

**: Free Parking**

CollectMoney()

return Tax Money

CollectTax()

return InJail(Boolean) True

**:Jail**

rollDice()

**: Dice**

**Player**

return True

return True

return True

CheckForDoubles()

CheckForDoubles()

CheckForDoubles()

GoToJail()

return InJail(Boolean) True

BuyHouse()

getColour()

SpendMoney()

getPrice()

Buy()

CheckForDoubles()

**: House/Hotel**

**: Properties**

rollDice()

CheckForDoubles()

rollDice()

**: Properties**

**: Dice**

**Player**