UML CLASS DIAGRAM

Player -name:String -balance:Money Monopoly_Game -currentSquare:Square -estate:Square -die[]: Die -inJail:Boolean -turn:Boolean -board:Board Board + getName:String + getCurrentSquareNumber:Int + setCurrentSquareNumber:Void -square:Square +Main:Void -player[]:Player + getMoney:Int + setMoney:Void + isInJail:Boolean + setInJail:Void +getPlayers: Player +getSquares: Square +generatePlayers: Void +write: Void Die Square -faceValue:Int -name:String -price:Money + getFaceValue: Int + rollDie:Void -type + getSquareName: String + getSquareNumber: Int + getOwnerNumber: Int + setOwnerNumber: Void + getPrice: Int + getRent: Int Utility Lot IncomeTax LuxuryTax FreeParking GoSquare GoToJail RailRoad Jail

Class Diagram