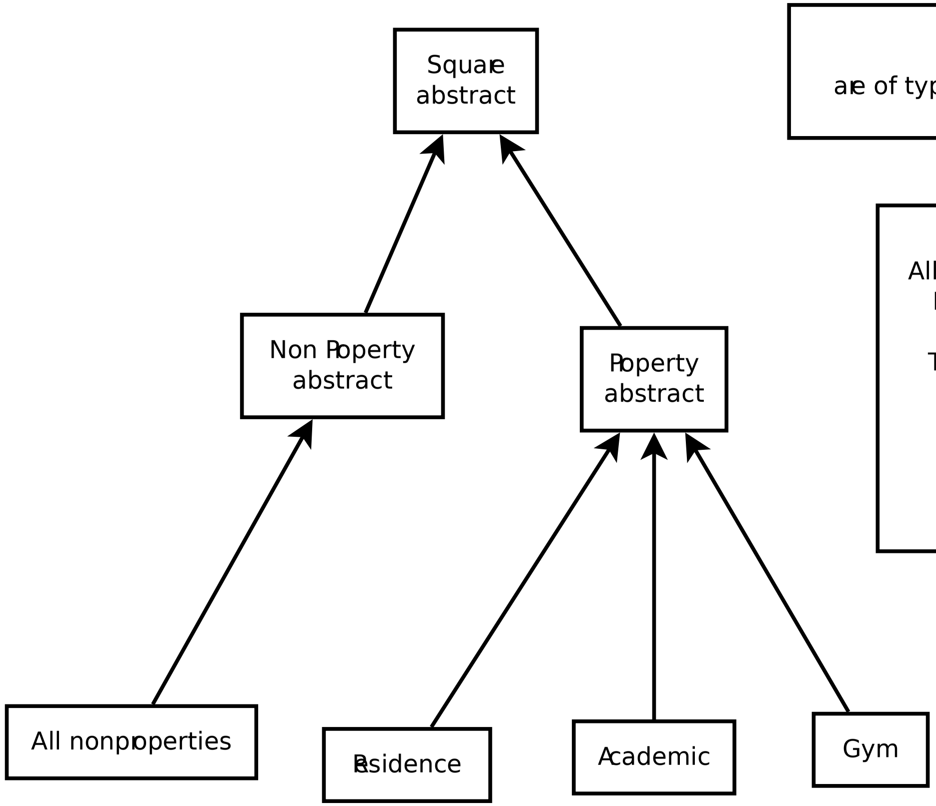
Square Inheritence Flowchart



There are no squares that can be created that
are of type "Square" or types "Property" and "Non Property", so they are abstract

Reasoning for this type of inheritence:
Allows the board to have an arrayof just "square" pointers.
Every square in the array has some action associated
to it when a player lands on it.
This type of inheritence, through polymorphism allows
us to simply call a square's action method,
(i.e. theBoard[i]->action()) and the subclasses
of square will call the correct
action method on the player, based on what type
of square it is.