



In This Project , I create the Monopoly class the toppest class of the hierarchy.three abstract classes ; Users , Properties and Cards be derived from this class. Player and Banker classes are used for creating the game objects and Player also contains important methods of the game.Lands , Companies and Railroads classes are used for creating property objects and developing them.Chance and Community Chest Classes are used for determining the card skills and their own methods are inside of them.



