Problem Definition:

- There are new file types (json files)   and for them we need to add parser.
- This game has some interesting things, for instance, there is a player1 in a property that he cannot purchase and player2 has less money than player1 has then the game will be over but player1 will win.
- There are some methods has to be overridden for example rent of properties because all of them got different rent calculation.

Step of Algorithms:

- For a general look, I will store squares in a linked list then move the players over the linked list.
- Firstly find the player then control is in jail if not operate the Act method (it returns is player go bankrupt) if the player is in property square then operate it otherwise go switch then operate appropriate method.
- I used overridden methods for rent and show. Because their outputs or return values are different.
- Also i will add informations for properties like owner of properties(It holds player object) or isowned.
- I used mode operator to make a circle the squares.

Output - 104-Assignment3 (run) × 104-Assignment3 2019.05.10 18-56-41.cdg × Assignment3.java ×

Assignment
- +static void Show(Player player1, Player player2, Banker banker, Everything p)
- +static void main(String[] args)

Player
- int location
- int railroadCounter
- int jailCounter
- boolean isInJail

- +Player()
- +boolean Act(Everything p, CommunityChestList ccl, int dice, ChanceList cl, Player player2, Banker banker)
- +int getJailCounter()
- +void setJailCounter(int jailCounter)
- +int getLocation()
- +void setLocation(int location)
- +void setStartLocation()
- +int getRailroadCounter()
- +void setRailroadCounter(int railroadCounter)

Users
- - String name
- - double money

- +Users(double money)
- +void Show(Everything p)
- +void winnerControl(Player player2)
- +String getName()
- +void setName(String name)
- +double getMoney()
- +void setMoney(double money)

FileReaders
- +FileReaders(Everything p, ChanceList cl, CommunityChestList ccl)

Everything
- - String name
- - int id

- +Everything(String name, int id)
- +String getName()
- +void setName(String name)
- +int getId()
- +void setId(int id)

Banker
- +Banker(String name)
- +void Show(Everything[] p)

Property
- - double cost
- - boolean owned
- - Player owner

- +Property(String name, int id, double cost)
- +void CalculateRent(int dice, Player player)
- +double getCost()
- +void setCost(double cost)
- +Player getOwner()
- +void setOwner(Player owner)
- +boolean isOwned()
- +void setOwned(boolean owned)

ChanceList
- - String item
- - int counter

- +ChanceList()
- +boolean Action(Everything p, Player player, Banker banker, int dice, Player player2)
- +String getItem()
- +void setItem(String item)
- +int getCounter()
- +void setCounter(int counter)

CommunityChestLi
- - String item
- - int counter

- +CommunityChestList()
- +void Action(Player player, Banker banker, int dice, Player player2)
- +String getItem()
- +void setItem(String item)
- +int getCounter()
- +void setCounter(int counter)

RailRoad
- +RailRoad(String name, int id, double cost)
- +void CalculateRent(int dice, Player player)

Company
- +Company(String name, int id, double cost)
- +void CalculateRent(int dice, Player player)

Land
- +Land(String name, int id, double cost)
- +void CalculateRent(int dice, Player player)