* Class ***Player***

int ***id***: each player’s ID number

int ***banlance***: each player’s cash balance

int ***position***: each player’s current position in the path

Path ***path***: the game path

* Class ***Path***

int ***size***: the size of game path

int[] ***lotOwner***: array of integer that indicates the ID of owner of each lot (-1 for non-taken lot)

* Class ***SimMP***

Player[] ***players***: array of class Player that stores all players

Path ***path***: the game path

int ***playersNum***: the total number of players

* Class ***SimMPGameDriver***