**Behavior Analysis for the Board Location Classes**

Start thinking about what functions you'll need for these classes and doing some planning here. For each class, list the operations you anticipate needing to provide for each type of location. Do not list constructors in this chart, since you'll need those everywhere. Think beyond simple setters and getters – while you'll no doubt need those, the idea here is to think about the more complex operations each type needs. Fill in this chart:

|  |  |  |
| --- | --- | --- |
| **Class** | **Anticipated Modifiers** | **Anticipated Accessors** |
| **Board Location** |  |  |
| **Property** |  |  |
| **Lot** |  |  |
| **Railroad** |  |  |
| **Utility** |  |  |
| **Corner Square** |  |  |
| **Tax Square** |  |  |
| **Card Square** |  |  |