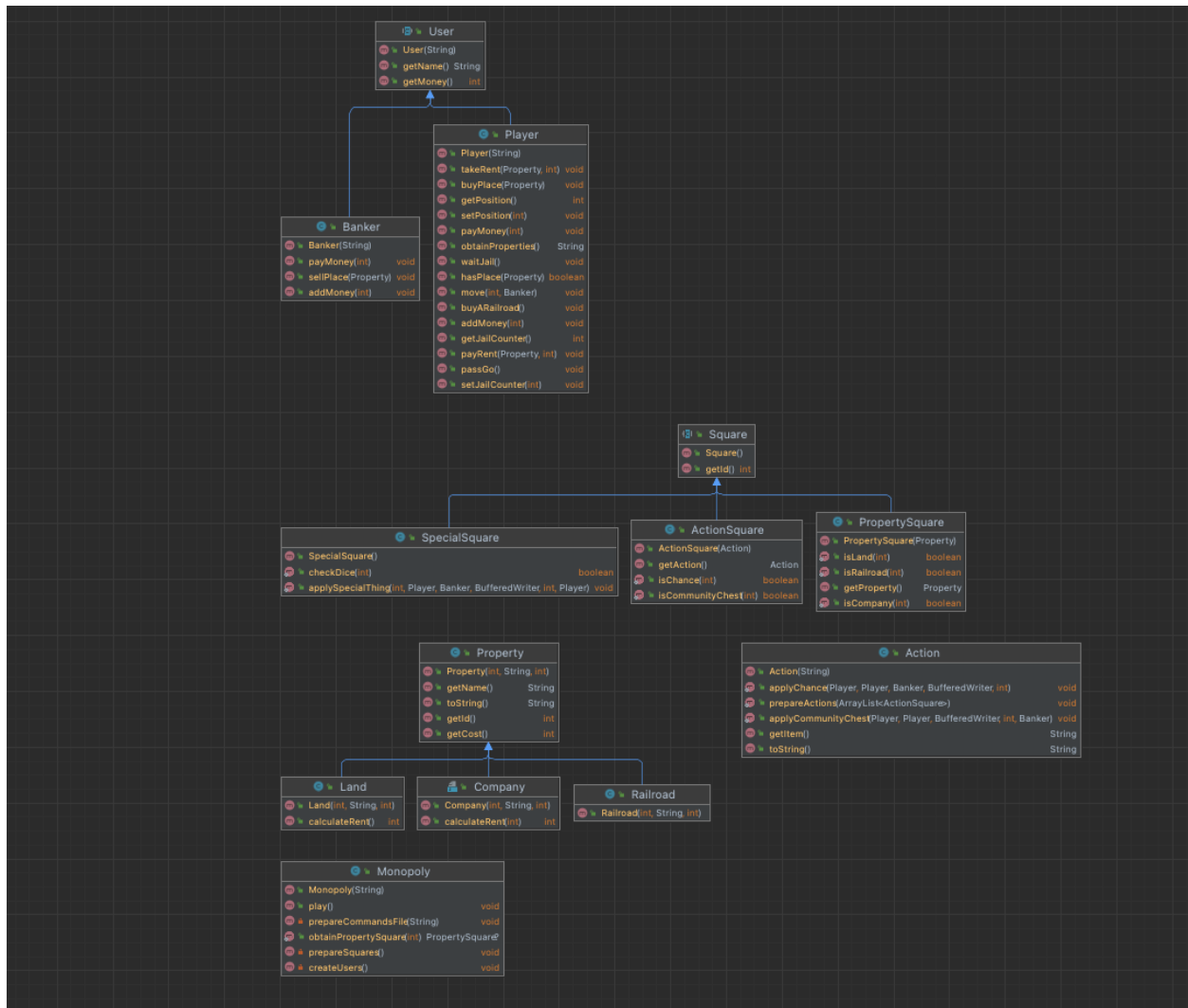


BBM 104 – INTRODUCTION TO PROGRAMMING LABORATORY II

PROGRAMMING ASSIGNMENT – 2



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I used abstract class called User in order to create a blueprint for Banker and Player classes. These two classes inherited from User class. Banker class has its own properties, so do Player class. I used another abstract class which is called Square. There are 3 other classes inherited from Square class. SpecialSquare class, ActionSquare class and PropertySquare class. They have also, their methods and properties other than Square class' properties. Land class, Company class and Railroad classes are subclass class of Property class because they are all property and they inherited many methods from Property class. I have Monopoly class. In monopoly class commands are read and write to the output file according to the given command.