



There is only one banker. I made my banker static so i can access it from other classes. I have an output class that has functions to make writing to output file easier. I used every square in a linked list. I have a objFinder(int) function that finds the Square in that linked list. Play function makes the player move and do whatever that square does. And then i update my outputStr String variable to control what I did. Then I print it to my output file.