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Course   : BBM104 Introduction to
Programming Laboratory II

Experiment   : Programming Assignment III

Subject   : Polymorphism and Abstract Classes

Due Date   : 20.04.2016

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2. Software Using Documentation
2.1. Software Usage

Program starts "Main.java" class. The input file is given as an argument. command.txt file is the our argument file.(args[0]=command.txt)

Program reads other files at "Monopoly.java" class.(property.json and list.json)

2.2. Error Messages

Program doesn't have any error messages. Because advisors said that not give wrong input.

3.Software Design Notes
3.1. Desctiption of the program
3.1.1. Problem

In this experiment, I am expected to implement monopoly with the given rule. Main focus point of this experiment is to get me familiar with polymorphism and abstract classes.

3.1.2. Solution

I solved the problem when I read the given article at Appendix A.

I created Action.java class and Property.java class and typed them abstract.

3.2. System Chart

Input   : command.txt

Programs   : Main.java

                         Monopoly.java

                         GameData.java

                         Square.java

                         Property.java

                         Land.java

                         RailRoad.java

                         Company.java

                         Action.java

                         Chance.java

                         CommunityChest.java

                         Go.java

                         Jail.java

                         FreeParking.java

                         GotoJail.java

                         Tax.java

Output   : Output.txt

3.3. Algorithm

1. Program takes 1 argument (args[0]=command.txt)

2. Call runProgram function with argument.
   - 2.1.　　　By calling runProgram function property.json, list.json and command.txt files will read and parse.
   - 2.2.　　　Also by calling runProgram function show() functions will executed.
     - 2.2.1.　　show() function will create output.txt.

REFERENCES

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