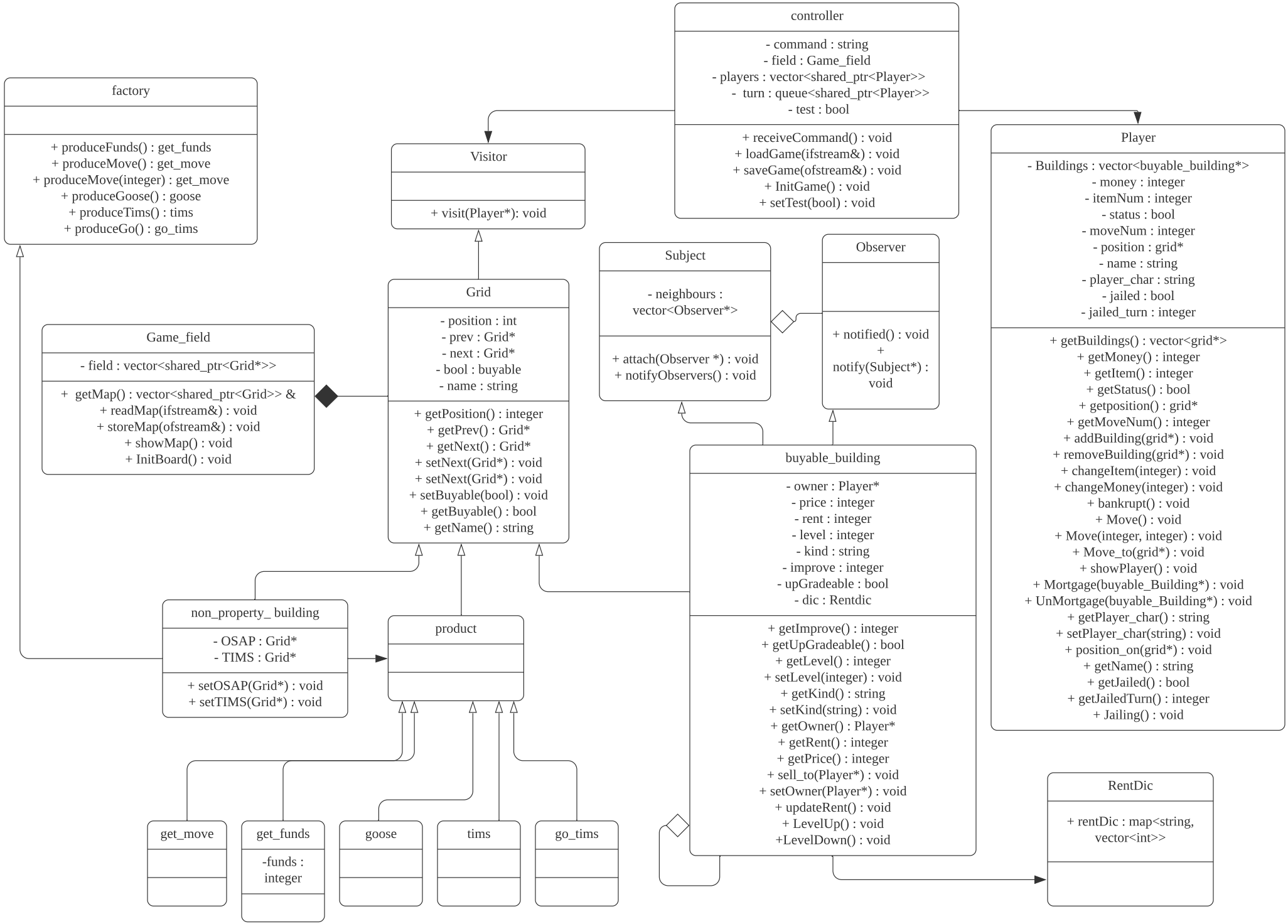
controller
- command : string
- field : Game_field
- players : vector<shared_ptr<Player>>
- turn : queue<shared_ptr<Player>>
- test : bool
+ receiveCommand() : void
+ loadGame(ifstream&) : void
+ saveGame(ofstream&) : void
+ InitGame() : void
+ setTest(bool) : void
factory
+ produceFunds() : get_funds
+ produceMove() : get_move
+ produceMove(integer) : get_move
+ produceGoose() : goose
+ produceTims() : tims
+ produceGo() : go_tims
Visitor
+ visit(Player*): void
Player
- Buildings : vector<buyable_building*>
- money : integer
- itemNum : integer
- status : bool
- moveNum : integer
- position : grid*
- name : string
- player_char : string
- jailed : bool
- jailed_turn : integer
+ getBuildings() : vector<grid*>
+ getMoney() : integer
+ getItem() : integer
+ getStatus() : bool
+ getposition() : grid*
+ getMoveNum() : integer
+ addBuilding(grid*) : void
+ removeBuilding(grid*) : void
+ changeItem(integer) : void
+ changeMoney(integer) : void
+ bankrupt() : void
+ Move() : void
+ Move(integer, integer) : void
+ Move_to(grid*) : void
+ showPlayer() : void
+ Mortgage(buyable_Building*) : void
+ UnMortgage(buyable_Building*) : void
+ getPlayer_char() : string
+ setPlayer_char(string) : void
+ position_on(grid*) : void
+ getName() : string
+ getJailed() : bool
+ getJailedTurn() : integer
+ Jailing() : void
Subject
- neighbours : vector<Observer*>
+ attach(Observer *) : void
+ notifyObservers() : void
Observer
+ notified() : void
+ notify(Subject*) : void
Grid
- position : int
- prev : Grid*
- next : Grid*
- bool : buyable
- name : string
+ getPosition() : integer
+ getPrev() : Grid*
+ getNext() : Grid*
+ setNext(Grid*) : void
+ setNext(Grid*) : void
+ setBuyable(bool) : void
+ getBuyable() : bool
+ getName() : string
Game_field
- field : vector<shared_ptr<Grid*>>
+ getMap() : vector<shared_ptr<Grid>> &
+ readMap(ifstream&) : void
+ storeMap(ofstream&) : void
+ showMap() : void
+ InitBoard() : void
buyable_building
- owner : Player*
- price : integer
- rent : integer
- level : integer
- kind : string
- improve : integer
- upGradeable : bool
- dic : Rentdic
+ getImprove() : integer
+ getUpGradeable() : bool
+ getLevel() : integer
+ setLevel(integer) : void
+ getKind() : string
+ setKind(string) : void
+ getOwner() : Player*
+ getRent() : integer
+ getPrice() : integer
+ sell_to(Player*) : void
+ setOwner(Player*) : void
+ updateRent() : void
+ LevelUp() : void
+LevelDown() : void
non_property_ building
- OSAP : Grid*
- TIMS : Grid*
+ setOSAP(Grid*) : void
+ setTIMS(Grid*) : void
product
RentDic
+ rentDic : map<string, vector<int>>
get_move
get_funds
-funds : integer
goose
tims
go_tims