



● getLocation(int,ListSize):int
● createSquaresToBoard(ArrayList<Square>):void
● checkAndSetRent(Board):void

-owner
0..1

● receiveRentPayment(int):void
● bankrupt(Player,Board,int):int
● isBankrupt(int):boolean
● isInJail(Player):boolean
● setJail(boolean):void
● getJail():boolean
● getJailCount():int
● setJailCount(int):void
● getDiceCount():int
● setDiceCount(int):void
● getTurnCount():int
● setTurnCount(int):void
● controlJail(Board,int,Dice,Dice):int

-owner
0..1
-owner
0..1

Property
(default package)

name: String
rentPrice: int
price: int

Property()
landedOn(Player,Square,Board):void
setOwner(Player):void
getName():String
price():int
getOwner():Player
setOwner():void
getPrice():int
getRentPrice():int
setRentPrice():void

RailRoad
(default package)

name: String
price: int

Lot
(default package)

name: String
price: int

City
(default package)

name: String
price: int
rentPrice: int
color: String
defaultRentPrice: int

City(String,int,String)
landedOn(Player,Square,Board):void
getOwner():Player
setOwner(Player):void
getName():String
getPrice():int
getRentPrice():int
setRentPrice(int):void
setRentPrice():void
getColor():String

-owner
0..1
-owner
0..1

Piece
(default package)

diceValue1: int
diceValue2: int
location: int

Piece()
getLocation():int
setLocation(int):void
getLocationSquare():Square
moveOn(Board,Dice,Dice,int,Player):int

-piece
0..1

Square
(default package)

name: String
taxValue: int
startingPointPayment: int
price: int

-locationSquare
0..*

propertiesOfPlayer
0..*



