

SEQUENCE DIAGRAM Iteration 2

oopProject - Monopoly

monopolyGame.play()

creates

Player

creates constructor
- hasSequenceNumber as constructor
- has Amount

creates

Die

creates

Board

creates

Square

creates

Income Tax Square

creates

Purchaseable Square

creates

Go To Jail Square

creates

Go Square

game.playerTurn()
game.printPlayerInfo()

getDie1.toss()

getDie2.toss()

die1

die2

IncrementTurnCounter()

payTax()

printPlayerInfo()

getHome() (also Square)

if & index of 5 (also Square)

index

playerTurn()

getMoneyAmount

if & index of 6 (also Square)

PrintSquareInfo()

PrintPurchase()

PrintSquareInfo()

PrintSquareInfo()

CompletePurchase()

boardOn()

boardOn()

boardOn()