MonopolyGame	Player			ı		
- NAMES: String[] - PIECES: String[] - board: Board - playerList: Player[] - playerOldList: Player[]	- piece: Piece - money: Money - square: Square - playerName: String - turn : int + Player(String,int) + reportBeforeRoll() + reportAfterRoll() + getPiece(): Piece + setPiece(Piece) + getMoney(): Money + getPlayerName(): String + setPlayerName(String) + getTurn(): int + setTurn(int)			- pieceType: String - INITIAL POSITION: int - board: Board - position: Square		
- playerOldList. Player[] - playerSize: int - taxValue: int - startMoney: int - taxNumber: int - dice: Dice - pieceList: Piece[] - goMoney: int - cycle: int - dices: int[]			+ Piece(String,Board) + getPieceType(): String + setPieceType(String pieceType) + move(int, Player, int) + getSquare(): Square + setSquare(Square)			
+ MonopolyGame(int,int, int, int) + Play()	1 Settam(mt)		-		Dice	
+ createPlayerList() + createPieceList()	Board - BOARD_SIZE: int - squareList: Square[] - taxNumber: int - taxValue: int			- firstValue: int - secondValue: int		
+ createOldPlayerList() + createDices() + printDiceRoll() + rollDice() + printPlayerAndPiece() + checkPlayerSize(int) + getPlayerSize() : int + getTaxValue() : int + getTaxValue() : int + getStartMoney() : int + getPlayerList(): Player[]				+ Dice() + getFirstValue(): int + getSecondValue(): int		
	+ Board() + getBoardSize(): int + getSquareList(): Square[] + setSquareList()					
Money				Square		
- money: int						
+ Money(int) + increaseMoney(int) + decreaseMoney(int) + getCurrentMoney(): int	+ getSquareID(): int + setSquareID() + getSquareName(): String + setSquareName() + getFine(): int					
				Î		
	TaxSquare				Normals	Square
	- squareID: int - squareName: String - fine: int				- squareID: int - squareName: Strir - <u>FINE</u> : int	ng
	+ TaxSquare(int, String, int) + getSquareID(): int + setSquareID(int) + getSquareName(): String + setSquareName(String) + getFine(): int				+ NormalSquare(int + getSquareID(): int + setSquareID(int) + getSquareName() + setSquareName() + getFine(): int	: String