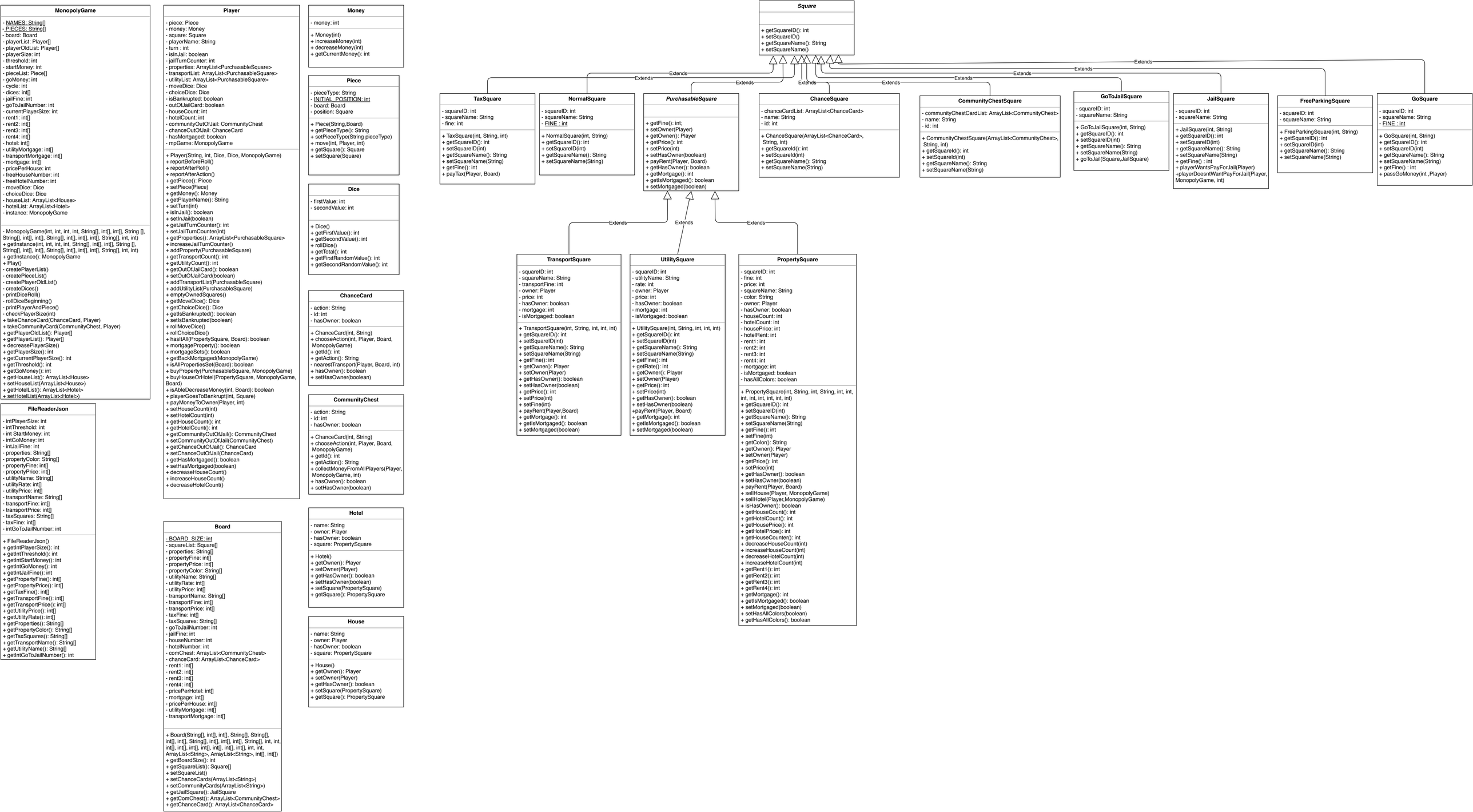
MonopolyGame
- NAMES: String[]
- PIECES: String[]
- board: Board
- playerList: Player[]
- playerOldList: Player[]
- playerSize: int
- threshold: int
- startMoney: int
- pieceList: Piece[]
- goMoney: int
- cycle: int
- dices: int[]
- jailFine: int
- goToJailNumber: int
- currentPlayerSize: int
- rent1: int[]
- rent2: int[]
- rent3: int[]
- rent4: int[]
- hotel: int[]
- utilityMortgage: int[]
- transportMortgage: int[]
- mortgage: int[]
- pricePerHouse: int
- freeHouseNumber: int
- freeHotelNumber: int
- moveDice: Dice
- choiceDice: Dice
- houseList: ArrayList<House>
- hotelList: ArrayList<Hotel>
- instance: MonopolyGame
- MonopolyGame(int, int, int, int, String[], int[], int[], String [], String[], int[], int[], String[], int[], int[], int[], String[], int, int)
+ getInstance(int, int, int, int, String[], int[], int[], String [], String[], int[], int[], String[], int[], int[], int[], String[], int, int)
+ getInstance(): MonopolyGame
+ Play()
- createPlayerList()
- createPieceList()
- createPlayerOldList()
- createDices()
- printDiceRoll()
- rollDiceBeginning()
- printPlayerAndPiece()
- checkPlayerSize(int)
+ takeChanceCard(ChanceCard, Player)
+ takeCommunityCard(CommunityChest, Player)
+ getPlayerOldList(): Player[]
+ getPlayerList(): Player[]
+ decreasePlayerSize()
+ getPlayerSize(): int
+ getCurrentPlayerSize(): int
+ getThreshold(): int
+ getGoMoney(): int
+ getHouseList(): ArrayList<House>
+ setHouseList(ArrayList<House>)
+ getHotelList(): ArrayList<Hotel>
+ setHotelList(ArrayList<Hotel>)
Player
- piece: Piece
- money: Money
- square: Square
- playerName: String
- turn : int
- isInJail: boolean
- jailTurnCounter: int
- properties: ArrayList<PurchasableSquare>
- transportList: ArrayList<PurchasableSquare>
- utilityList: ArrayList<PurchasableSquare>
- moveDice: Dice
- choiceDice: Dice
- isBankrupted: boolean
- outOfJailCard: boolean
- houseCount: int
- hotelCount: int
- communityOutOfJail: CommunityChest
- chanceOutOfJail: ChanceCard
- hasMortgaged: boolean
- mpGame: MonopolyGame
+ Player(String, int, Dice, Dice, MonopolyGame)
+ reportBeforeRoll()
+ reportAfterRoll()
+ reportAfterAction()
+ getPiece(): Piece
+ setPiece(Piece)
+ getMoney(): Money
+ getPlayerName(): String
+ setTurn(int)
+ isInJail(): boolean
+ setInJail(boolean)
+ getJailTurnCounter(): int
+ setJailTurnCounter(int)
+ getProperties(): ArrayList<PurchasableSquare>
+ increaseJailTurnCounter()
+ addProperty(PurchasableSquare)
+ getTransportCount(): int
+ getUtilityCount(): int
+ getOutOfJailCard(): boolean
+ setOutOfJailCard(boolean)
+ addTransportList(PurchasableSquare)
+ addUtilityList(PurchasableSquare)
+ getMoveDice(): Dice
+ getChoiceDice(): Dice
+ getIsBankrupted(): boolean
+ setIsBankrupted(boolean)
+ rollMoveDice()
+ rollChoiceDice()
+ hasItAll(PropertySquare, Board): boolean
+ mortgageProperty(): boolean
+ mortgageSets(): boolean
+ getBackMortgaged(MonopolyGame)
+ isAllPropertiesSet(Board): boolean
+ buyProperty(PurchasableSquare, MonopolyGame)
+ buyHouseOrHotel(PropertySquare, MonopolyGame, Board)
+ isAbleDecreaseMoney(int, Board): boolean
+ playerGoesToBankrupt(int, Square)
+ payMoneyToOwner(Player, int)
+ setHouseCount(int)
+ setHotelCount(int)
+ getHouseCount(): int
+ getHotelCount(): int
+ getCommunityOutOfJail(): CommunityChest
+ setCommunityOutOfJail(CommunityChest)
+ getChanceOutOfJail(): ChanceCard
+ setChanceOutOfJail(ChanceCard)
+ getHasMortgaged(): boolean
+ setHasMortgaged(boolean)
+ decreaseHouseCount()
+ increaseHouseCount()
+ decreaseHotelCount()
Money
- money: int
+ Money(int)
+ increaseMoney(int)
+ decreaseMoney(int)
+ getCurrentMoney(): int
Piece
- pieceType: String
- INITIAL_POSITION: int
- board: Board
- position: Square
+ Piece(String,Board)
+ getPieceType(): String
+ setPieceType(String pieceType)
+ move(int, Player, int)
+ getSquare(): Square
+ setSquare(Square)
Dice
- firstValue: int
- secondValue: int
+ Dice()
+ getFirstValue(): int
+ getSecondValue(): int
+ rollDice()
+ getTotal(): int
+ getFirstRandomValue(): int
+ getSecondRandomValue(): int
ChanceCard
- action: String
- id: int
- hasOwner: boolean
+ ChanceCard(int, String)
+ chooseAction(int, Player, Board, MonopolyGame)
+ getId(): int
+ getAction(): String
- nearestTransport(Player, Board, int)
+ hasOwner(): boolean
+ setHasOwner(boolean)
CommunityChest
- action: String
- id: int
- hasOwner: boolean
+ ChanceCard(int, String)
+ chooseAction(int, Player, Board, MonopolyGame)
+ getId(): int
+ getAction(): String
+ collectMoneyFromAllPlayers(Player, MonopolyGame, int)
+ hasOwner(): boolean
+ setHasOwner(boolean)
Hotel
- name: String
- owner: Player
- hasOwner: boolean
- square: PropertySquare
+ Hotel()
+ getOwner(): Player
+ setOwner(Player)
+ getHasOwner(): boolean
+ setHasOwner(boolean)
+ setSquare(PropertySquare)
+ getSquare(): PropertySquare
House
- name: String
- owner: Player
- hasOwner: boolean
- square: PropertySquare
+ House()
+ getOwner(): Player
+ setOwner(Player)
+ getHasOwner(): boolean
+ setSquare(PropertySquare)
+ getSquare(): PropertySquare
FileReaderJson
- intPlayerSize: int
- intThreshold: int
- int StartMoney: int
- intGoMoney: int
- intJailFine: int
- properties: String[]
- propertyColor: String[]
- propertyFine: int[]
- propertyPrice: int[]
- utilityName: String[]
- utilityRate: int[]
- utilityPrice: int[]
- transportName: String[]
- transportFine: int[]
- transportPrice: int[]
- taxSquares: String[]
- taxFine: int[]
- intGoToJailNumber: int
+ FileReaderJson()
+ getIntPlayerSize(): int
+ getIntThreshold(): int
+ getIntStartMoney(): int
+ getIntGoMoney(): int
+ getIntJailFine(): int
+ getPropertyFine(): int[]
+ getPropertyPrice(): int[]
+ getTaxFine(): int[]
+ getTransportFine(): int[]
+ getTransportPrice(): int[]
+ getUtilityPrice(): int[]
+ getUtilityRate(): int[]
+ getProperties(): String[]
+ getPropertyColor(): String[]
+ getTaxSquares(): String[]
+ getTransportName(): String[]
+ getUtilityName(): String[]
+ getIntGoToJailNumber(): int
Board
- BOARD_SIZE: int
- squareList: Square[]
- properties: String[]
- propertyFine: int[]
- propertyPrice: int[]
- propertyColor: String[]
- utilityName: String[]
- utilityRate: int[]
- utilityPrice: int[]
- transportName: String[]
- transportFine: int[]
- transportPrice: int[]
- taxFine: int[]
- taxSquares: String[]
- goToJailNumber: int
- jailFine: int
- houseNumber: int
- hotelNumber: int
- comChest: ArrayList<CommunityChest>
- chanceCard: ArrayList<ChanceCard>
- rent1: int[]
- rent2: int[]
- rent3: int[]
- rent4: int[]
- pricePerHotel: int[]
- mortgage: int[]
- pricePerHouse: int[]
- utilityMortgage: int[]
- transportMortgage: int[]
+ Board(String[], int[], int[], String[], String[], int[], int[], String[], int[], int[], int[], String[], int, int, int[], int[], int[], int[], int[], int[], int, int, ArrayList<String>, ArrayList<String>, int[], int[])
+ getBoardSize(): int
+ getSquareList(): Square[]
+ setSquareList()
+ setChanceCards(ArrayList<String>)
+ setCommunityCards(ArrayList<String>)
+ getJailSquare(): JailSquare
+ getComChest(): ArrayList<CommunityChest>
+ getChanceCard(): ArrayList<ChanceCard>
Square
+ getSquareID(): int
+ setSquareID()
+ getSquareName(): String
+ setSquareName()
Extends
TaxSquare
- squareID: int
- squareName: String
- fine: int
+ TaxSquare(int, String, int)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ getFine(): int
+ payTax(Player, Board)
NormalSquare
- squareID: int
- squareName: String
- FINE : int
+ NormalSquare(int, String)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
PurchasableSquare
+ getFine(): int;
+ setOwner(Player)
+ getOwner(): Player
+ getPrice(): int
+ setPrice(int)
+ setHasOwner(boolean)
+ payRent(Player, Board)
+ getHasOwner(): boolean
+ getMortgage(): int
+ getIsMortgaged(): boolean
+ setMortgaged(boolean)
ChanceSquare
- chanceCardList: ArrayList<ChanceCard>
- name: String
- id: int
+ ChanceSquare(ArrayList<ChanceCard>, String, int)
+ getSquareId(): int
+ setSquareId(int)
+ getSquareName(): String
+ setSquareName(String)
CommunityChestSquare
- communityChestCardList: ArrayList<CommunityChest>
- name: String
- id: int
+ CommunityChestSquare(ArrayList<CommunityChest>, String, int)
+ getSquareId(): int
+ setSquareId(int)
+ getSquareName(): String
+ setSquareName(String)
GoToJailSquare
- squareID: int
- squareName: String
+ GoToJailSquare(int, String)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ goToJail(Square,JailSquare)
JailSquare
- squareID: int
- squareName: String
+ JailSquare(int, String)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ getFine() : int
+ playerWantsPayForJail(Player)
+playerDoesntWantPayForJail(Player, MonopolyGame, int)
FreeParkingSquare
- squareID: int
- squareName: String
+ FreeParkingSquare(int, String)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
GoSquare
- squareID: int
- squareName: String
- FINE : int
+ GoSquare(int, String)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ getFine() : int
+ passGoMoney(int ,Player)
TransportSquare
- squareID: int
- squareName: String
- transportFine: int
- owner: Player
- price: int
- hasOwner: boolean
- mortgage: int
- isMortgaged: boolean
+ TransportSquare(int, String, int, int, int)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ getFine(): int
+ getOwner(): Player
+ setOwner(Player)
+ getHasOwner(): boolean
+ setHasOwner(boolean)
+ getPrice(): int
+ setPrice(int)
+ setFine(int)
+ payRent(Player,Board)
+ getMortgage(): int
+ getIsMortgaged(): boolean
+ setMortgaged(boolean)
UtilitySquare
- squareID: int
- utilityName: String
- rate: int
- owner: Player
- price: int
- hasOwner: boolean
- mortgage: int
- isMortgaged: boolean
+ UtilitySquare(int, String, int, int, int)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ getFine(): int
+ getRate(): int
+ getOwner(): Player
+ setOwner(Player)
+ getPrice(): int
+ setPrice(int)
+ getHasOwner(): boolean
+ setHasOwner(boolean)
+payRent(Player, Board)
+ getMortgage(): int
+ getIsMortgaged(): boolean
+ setMortgaged(boolean)
PropertySquare
- squareID: int
- fine: int
- price: int
- squareName: String
- color: String
- owner: Player
- hasOwner: boolean
- houseCount: int
- hotelCount: int
- housePrice: int
- hotelRent: int
- rent1: int
- rent2: int
- rent3: int
- rent4: int
- mortgage: int
- isMortgaged: boolean
- hasAllColors: boolean
+ PropertySquare(int, String, int, String, int, int, int, int, int, int, int)
+ getSquareID(): int
+ setSquareID(int)
+ getSquareName(): String
+ setSquareName(String)
+ getFine(): int
+ setFine(int)
+ getColor(): String
+ getOwner(): Player
+ setOwner(Player)
+ getPrice(): int
+ setPrice(int)
+ getHasOwner(): boolean
+ setHasOwner(boolean)
+ payRent(Player, Board)
+ sellHouse(Player, MonopolyGame)
+ sellHotel(Player,MonopolyGame)
+ isHasOwner(): boolean
+ getHouseCount(): int
+ getHotelCount(): int
+ getHousePrice(): int
+ getHotelPrice(): int
+ getHouseCounter(): int
+ decreaseHouseCount(int)
+ increaseHouseCount(int)
+ decreaseHotelCount(int)
+ increaseHotelCount(int)
+ getRent1(): int
+ getRent2(): int
+ getRent3(): int
+ getRent4(): int
+ getMortgage(): int
+ getIsMortgaged(): boolean
+ setMortgaged(boolean)
+ setHasAllColors(boolean)
+ getHasAllColors(): boolean