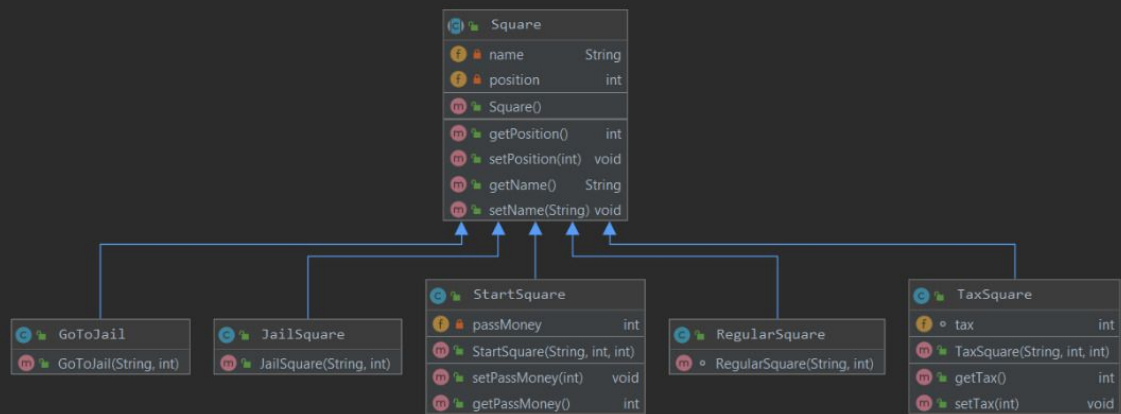


Player		
numberOfTurn	int	
id	int	
name	String	
bankrupt	boolean	
money	Money	
doubleDiceCounter	int	
tossedFaces	int[]	
piece	Piece	
firstRoll	int	
Player()		
Player(int, String, int, Dice)		
tossDie(Dice, boolean, Board)	int	
getNumberOfTurn()	int	
setNumberOfTurn(int)	void	
setPosition(int)	void	
getPosition()	int	
getId()	int	
getName()	String	
getMoney()	Money	
isBankrupt()	boolean	
setBankrupt(boolean)	void	
getDoubleDiceCounter()	int	
setDoubleDiceCounter(int)	void	
getTossedFaces()	int[]	
setId(int)	void	
getFirstRoll()	int	
setFirstRoll(int)	void	



Reader		
numberOfPlayers	int	
startingMoney	int	
numberOfTaxSquare	int	
taxAmount	int	
goSquare_money	int	
names	String[]	
Reader()		
ReadFile()		
getNumberOfPlayers()	int	
getStartingMoney()	int	
getNumberOfTaxSquare()	int	
getTaxAmount()	int	
getGoSquare_money()	int	
getNames()	String[]	

Board		
board	Square[]	
size	int	
taxSquareNumber	int	
taxAmount	int	
Board(int, int, int)		
getBoard()		
getSize()		
taxSquareInitialization(int, Square[])		
generateRandomTaxSquareIndex(int)		

DisplayTest		
dice	Dice	
playerTest	Player	
playerTest1	Player	
displayTest	Display	
setUp()		
infoMessageBeforeTossDie()		
infoMessageAfterTossDie()		
infoBasedOnBalance()		
selectionSort()		

Game		
cycleCounter	int	
Game()		
startTheGame()		
getTheSquareType(Player, Board)		
instance()		
sortPlayers(Player[], Dice)		
turnUpdater(Player[], int[])		

Money		
money	int	
Money()		
Money(int)		
getMoney()	int	
addMoney(int)	void	
subtractMoney(int)	void	
setMoney(int)	void	

Piece		
position	int	
reader	Reader	
Piece()		
move(int, Board)		
setPosition(int)		
getPosition()		

Dice		
isDouble	boolean	
totalFaces	int	
getFaces()		
setDouble(boolean)		
isDouble()		
getTotalFaces()		

PieceTest		
testPiece	Piece	
testDice	Dice	
testBoard	Board	
diceTestArray	int[]	
sumOfFaces	int	
move(int, Board)		

Display		
Display()		
infoMessageBeforeTossDie(Player, String)		
infoMessageAfterTossDie(Player, Dice, String)		
infoBasedOnBalance(Player[], Board)		
selectionSort(Player[])		

PlayerTest		
player	Player	
isMoving	boolean	
board	Board	
dice	Dice	
tossDie()		

BoardTest		
board	Board	
taxSquareInitialization()		
generateRandomTaxSquareIndex()		

DiceTest		
diceTest	Dice	
getFaces()		

Main		
main(String[])		