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BOARD
+ squares: Square[]
+ players: Player[]
+ totalNumberofPlayer: int
+ CurrentTurn: int
+ iteration: int
+ name: String
+ previousPosition: int
+ threeTimesDoubled: int
+ Board: int
+ movePlayer(player, int): Square
+ get currentPlayer(): Player
+ get Players(): Player[]
+ newTurn(): void
+ SquarePositionConversion(int): int

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DICE
+ max: int
+ faceValue: int
+ Dice()
+ roll(): int
+ setFaceValue(): int
+ toString(): String

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MONOPOLY GAME
+ dice1: Dice
+ dice2: Dice
+ board: Board
+ MonopolyGame(int)
+ showGameInstruction(): void
+ startGame(): void
+ isGameEnd(): boolean
+ main(String[]): void

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MONEY
+ money: int
+ Money()
+ Money(int)
+ getMoney(): int
+ setMoney(int): void
+ addMoney(int): void
+ subtractMoney(int): void
+ isBrokeOut(): boolean

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Square
+ name: String
+ Square(String)
+ getName(): String
+ squareAction(player, board): void

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PLAYER
+ name: String
+ id: int
+ sumOfDice: int
+ position: int
+ brokeOut: boolean
+ money: Money
+ Player(int, String)
+ getName(): String
+ setName(String): void
+ getSumOfDice(): int
+ setSumOfDice(int): void
+ getMoney(): Money
+ getCurrentPosition(): int
+ setPosition(int): void
+ getId(): int
+ setBrokeOut(boolean): void
+ isBrokeOut(): boolean

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Income Tax Square
+ IncomeTaxSquare(String)
+ squareAction(player, board): void

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JAIL SQUARE
+ JailSquare(String)
+ squareAction(player, board): void

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LUXURY TAX SQUARE
+ LuxuryTaxSquare(String)
+ squareAction(player, board): void

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Go Square
+ GoSquare(String)
+ squareAction(player, board): void

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Go To Jail Square
+ GoToJailSquare(String)
+ squareAction(player, board): void

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General Square
+ GeneralSquare(String)
+ squareAction(player, board): void

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Free Parking Square
+ FreeParkingSquare(String)
+ squareAction(player, board): void

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