DIAGRAM OF UML CLASS GAME MONOPOLY

BOARD

- + squares: Square[]
- +totalnumber of player : int +current Turn : int
- titeration: int
- +Board (int)
- + movePlayer(Player, int): Square
- +getCurrentPlayer(): Player
- + next Turn () : void

monopolyGame

- dice 1: Dice
- dice 2 : Dice
- board: Board
- +Monopoly Game (int)
- +showGame Instruction (): void
- +Start Game (): void
- +main (String[]): void

Dice

- +max:int
- face value: int
- + Dice()
- + roll() int
- + Set Face Value (int): void
- +getFace Value (): int
- +toString(): String

Player

- name: String sumOf Dice: int
- + position : int
- + Player (String)
- + getName (): String
- + getsumOfDicel): int + setSumOfDice(int); wid
- + getCurrentPosition(): int
- tsetfosition (int): void

Square

- name: String
- + Square (String)
- +getName(): String