## UML DIAGRAM OF MONOPOLY GAME

Mon	MonopolyGame	Board	Morey
	+ dice 2: Dice + dice 2: Dice + board: Board	+squares: Squarel J +players: Player I J + tetalinumber Of Player; int	Aloney()
1 5 7 19	the nepoly Ganklitt) show Ganklitts the colline id start Gank(): void	+ current Turnint + manerstring + previous Residentint + cash tint	getMoney():int setMoney(int):void add Money(int):void
0.9	is Game End () iscale an main (string[]) waid	Bowellist) Ray, hil); Square	substract Money Untilinoid Is Brokeout (): boolean
1	Consequence	getter in stage () Hayer	0
L	Square Activa (Marey Beauty) and	squerestantion (are presented by the	- Name String
_		See Phase (100) Prace	- Sumo(Dice int
Square Action (Player, Board) would	Contratishers		the position in the position i
-	square Action of a social and	The state of the s	- three-times Doubled int
1		STATES TO STATES	- herattoonNumberint
	Income Townships (1970)		Flaure (nt. String, int)
-	Spinore Action Change Control One		getildane (1: String
	Jan Salande	Eurithmath (String)	aget sum Of Dice ( ) int
1	Tail Soprate (Strong) sold		getthoney(); Money
-			Set Posttion (Int) : vold
	Luxury de la view		set Bote Out (boole en) : void
	Standard wind raint age	7.0	Is Broke Out () boolean
	The state of the s	ſ	get Three-times Doubled Chint
_	Leith Save		isin Tail () boolean
	+price int		setth Jail (boolean) world
	+ read the		get Heration Number ():Int set Heration Number (int):void
	Little Soure (Sering) United Soure (Sering) Set Ourer (Int): void Set Price (Jint Soure Action (Player Board): vold	sight.	Ezgi Cinan 150812041

2 to 3

Pic