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BOARD
+ squares: Square[]
+ player: Player[]
+ totalNumberofPlayer: int
+ currentTurn: int
+ iteration: int
+ name: String
+ previousPosition: int
+ threeTimesDouble: int
+ Board (int)
+ movePlayer (Player, int): Square
+ get Current Player(): Player
+ get Players(): Player[]
+ nextTurn(): void
+ SquarePositionConversion (int): int

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DICE
+ method:
+ faceValue: int
+ dice()
+ roll(): int
+ totalFaceValue(): int
+ toString(): String

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MONOPOLY GAME
+ dice: 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):

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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
+ setCurrentPosition(): int
+ setPosition (int): void
+ getId(): int
+ setBrokeOut (boolean): void
+ isBrokeOut(): boolean

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IncomeTaxSquare
+ IncomeTaxSquare (String)
+ squareAction (Player, Board):

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JAIL SQUARE
+ JailSquare (String)
+ squareAction (Player, Board):

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LUXURY TAX SQUARE
+ LuxuryTaxSquare (String)
+ squareAction (Player, Board): void

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GoSquare
+ GoSquare (String)
+ squareAction (Player, Board):

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GoToJailSquare
+ GoToJailSquare (String)
+ squareAction (Player, Board):

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General Square
+ GeneralSquare (String)
+ squareAction (Player, Board):

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Free Parking Square
+ FreeParkingSquare (String)
+ squareAction (Player, Board):

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