1. ITERATION CLASS DIAGRAM OF MONOPOLY GAME

Die

- faceNumber: int

+ Die()
+ tossDie(): void
+ getFaceNumber(): int

Jail

Square

+Square()

MonopolyGame

-totalPlayer: int

+startGame(): void

Player

- id:int
- position:int
#totalLap: int

+Player(int)
+tossDie(Die) : int
+setPosition(int): void
+getPosition(): int
+getId(): int
+getTotalLap(): int
+nextLap(): vodi

Board

-totalPlayer: int
-currentPlayer:int
+players: Player[]
+square: Square[]

+Board(): Player
+getCurrentPlayer(): Player
+nextPlayer(): void
+normalizePosition(): int