



```
Columbia columbia = new Columbia();
```

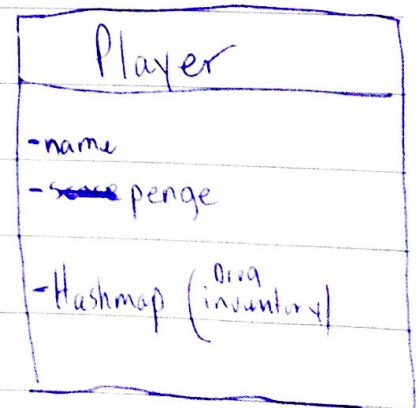
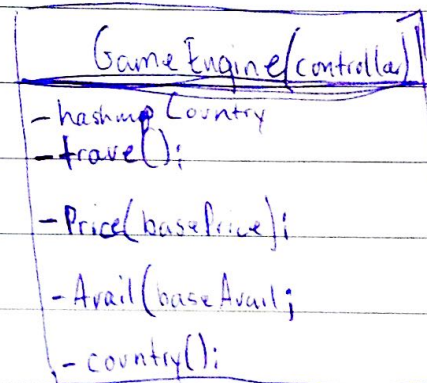
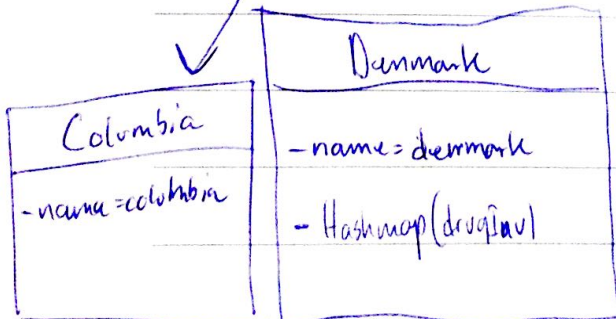
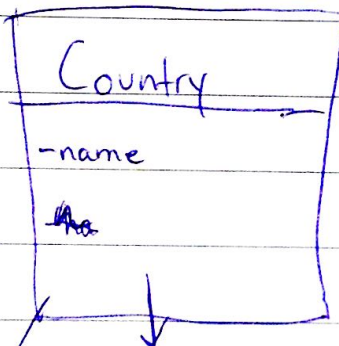
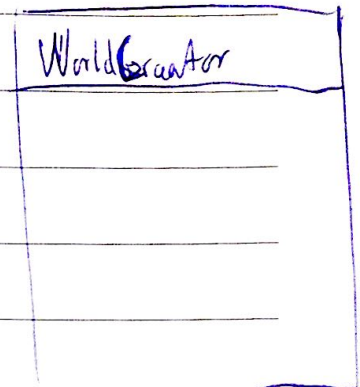
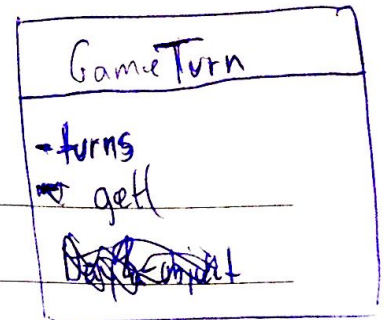
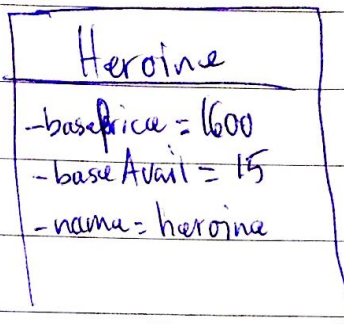
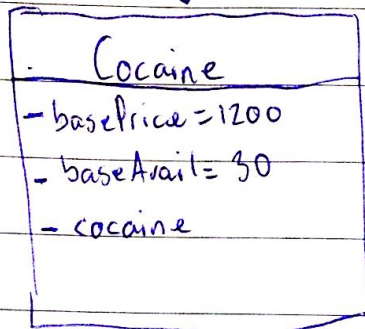
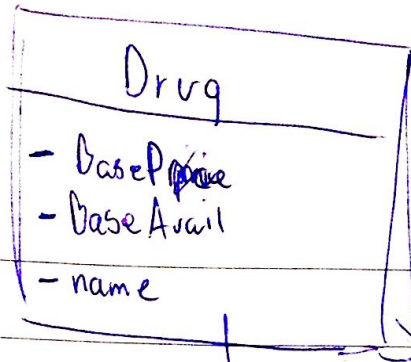
```
void  
travel()
```

```
1. Set country = "denmark";
```

```
2.
```

```
World gameworld = new World();
```

```
gameworld.columbia.
```



Day 1  
[30 → 20]  
Day 2  
[20 → 25]

~~Player 1~~ Danmark

Player 1, Danmark, 5000 →  $\left[ \begin{array}{c} \text{Køb} \\ \text{Cocaine} \\ \text{Heroin} \end{array} \right]$  el  $\left[ \begin{array}{c} \text{Rejs} \end{array} \right]$

Køb/Salg

Sortiment (Gui) → Liste (hentet fra Landet)

- 1) 15 stk. Heroin →  $15 \times \text{pris} = \text{sum}$ , ex 3000
- 2) check (input1=3000, input2=buholdning) = true/false (evt. hjælpemetode)
- 3) void buy (input=3000) = ny buholdning, ny buholdning, ny pangapning  
player landet player

~~check~~

Priser + Avail

→ → Columbia: Heroin 30, Cocaine 15  
pris + pris

- 1) Hashmap: K1: Heroin, 30, 1500  
K2: cocaine, 5, 1200

ex klex: 30 →

✓

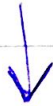
GameTurn

Day1 = countryObj,

int Day

Country country

HeroinObj



HashMap (K, V) = heroine, HeroinObj,



