

## BBM104 – PROGRAMMING ASSIGNMENT 3 PROBLEM DEFINITION

I am expected to implement a basic Monopoly game in Java programming language using ObjectOriented Programming paradigm. The software should be able to manage game flow, and IO operations

## SOLUTION APPROACH

To parse some of the input files, I used a JSON parser library, I used inheritance and polymorphism. Property, Card and Other are different class but I've reproduced them from Square superclass and I plug into them to same function by using polymorphism.

