Land, Company, RailRoads are subclasses that extends Property. Property class is an abstract class and it has abstract method. Thanks to this, I force subclasses to create the same method. Thanks to this method, we can see what we can do with the propert we are on.

I wrote two discreet classes, their names are playing and reading. The reading class sends the data to playing class read from
"commands.txt". I use playing class to change th data of objects.These are the classes that form the background of the code.
They manage to get output by sending data to each other.

The player class is also an abstract class. It has two subclasses. I encapsulate the information of players and send the data writter class to write the output. Abstract player class has abstract method like split. I converted the property list to a string with this method.
My purpose in using the abstract method is to have the same methods in 2 player classes. Thanks to this i got rid of code duplication.

A Java program needs to start its execution somewhere. Main class is used for this.Also, I did not create an object called a bank because
if I knew the money of 2 people, I could find the banker's money. The remaining classes allow me to pull data from json files