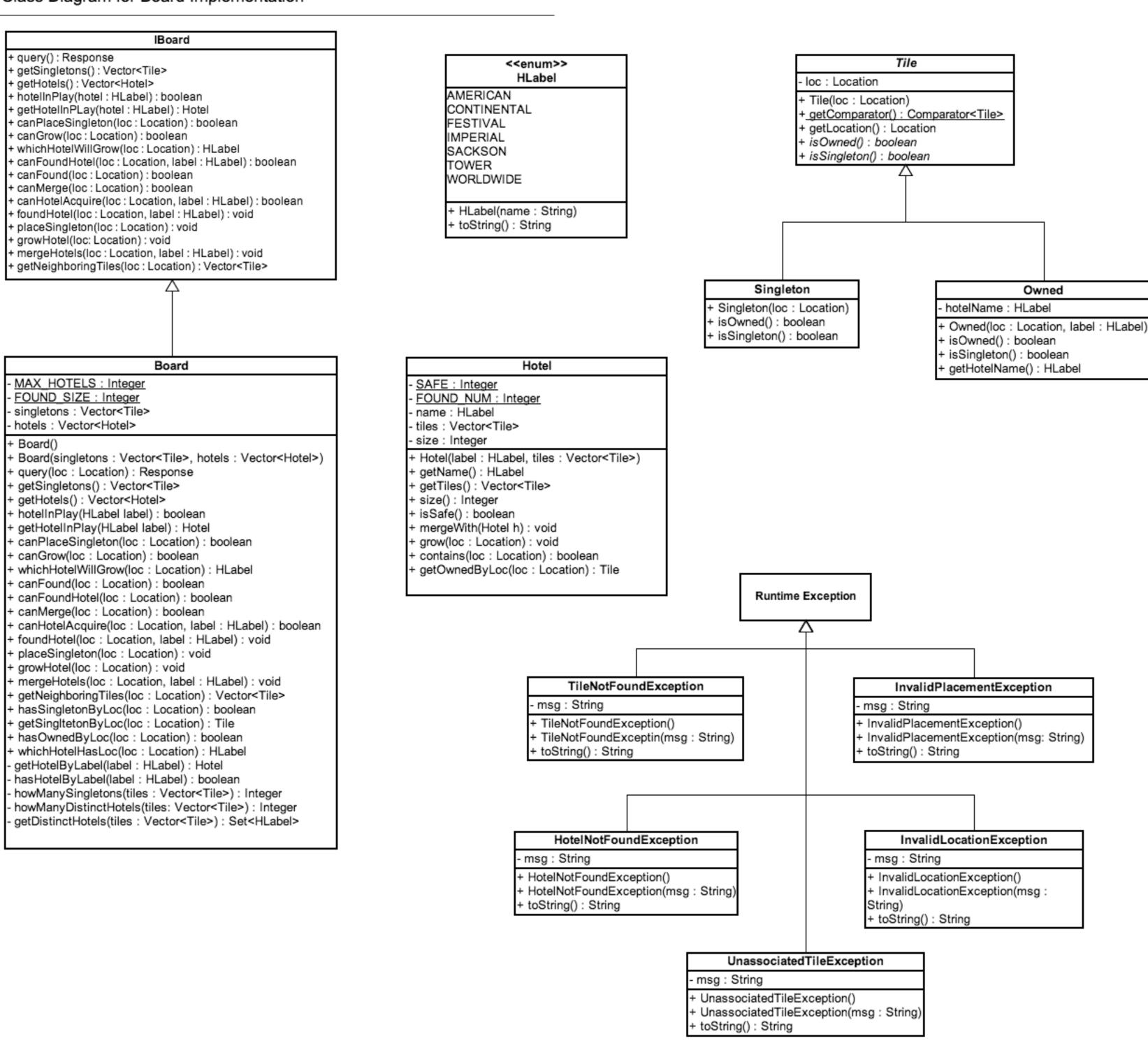
Class Diagram for Board Implementation



Class Diagram for Game States

+ startGame(): void + addPlayer(p: Player): void + removePlayer(p: Player): void + giveTile(p: Player, t: Tile): void + giveMoney(p: Player, amt: Integer): void + giveStock(p: Player, h: Hotel): void + isValidRequest(req: Request): boolean + gameOver(): boolean + calculateScore(p: Player): Integer + findWinner(): Player + checkCurrentStockPrice(h: HLabel): Integer + canBuyStock(h: HLabel): boolean

