MONOPOLY

Developer Manual

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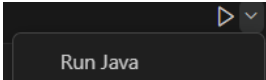# 1 Preparation

In order to run and test Monopoly Game, you need to run it in the following environment and use our recommended IDE.

- Java JDK Version: build 17.0.6+9-LTS-190
- IDE: IntelliJ   (Version > 2020)
- Running Platform: window 10 / window 11 Terminal

2 Running

1. Open the Visual Studio Code (version > 2019)
2. Open the project folder (Code) in the Visual Studio Code
3. Open the Main.java file and click ⟨Run Java⟩ to run the game.

3 Compile

1. Open the project folder in Visual Studio Code.
2. Build the project by click ⟨∨ PROJECTS⟩ on the Project area.

4 Debugging

1. Open your game main class or any class you want to debug

2. Click in the line number area to the left of the line of code where you want the program to stop for debugging to set a breakpoint:

3. In IntelliJ's toolbar, find the drop-down menu for execution configuration (usually in the upper right corner)

4. Click the green Debug button (with bug icon):

5. When the program reaches the set breakpoint, it will pause and enter debugging mode.

6.A Debug window will appear below IntelliJ.

7. In the Debug window, you can view the current value of the variable.

8. You can also view the value directly by hovering the variable in the code.

9. When you have finished debugging, click the Stop button (red square) in the debugging toolbar,