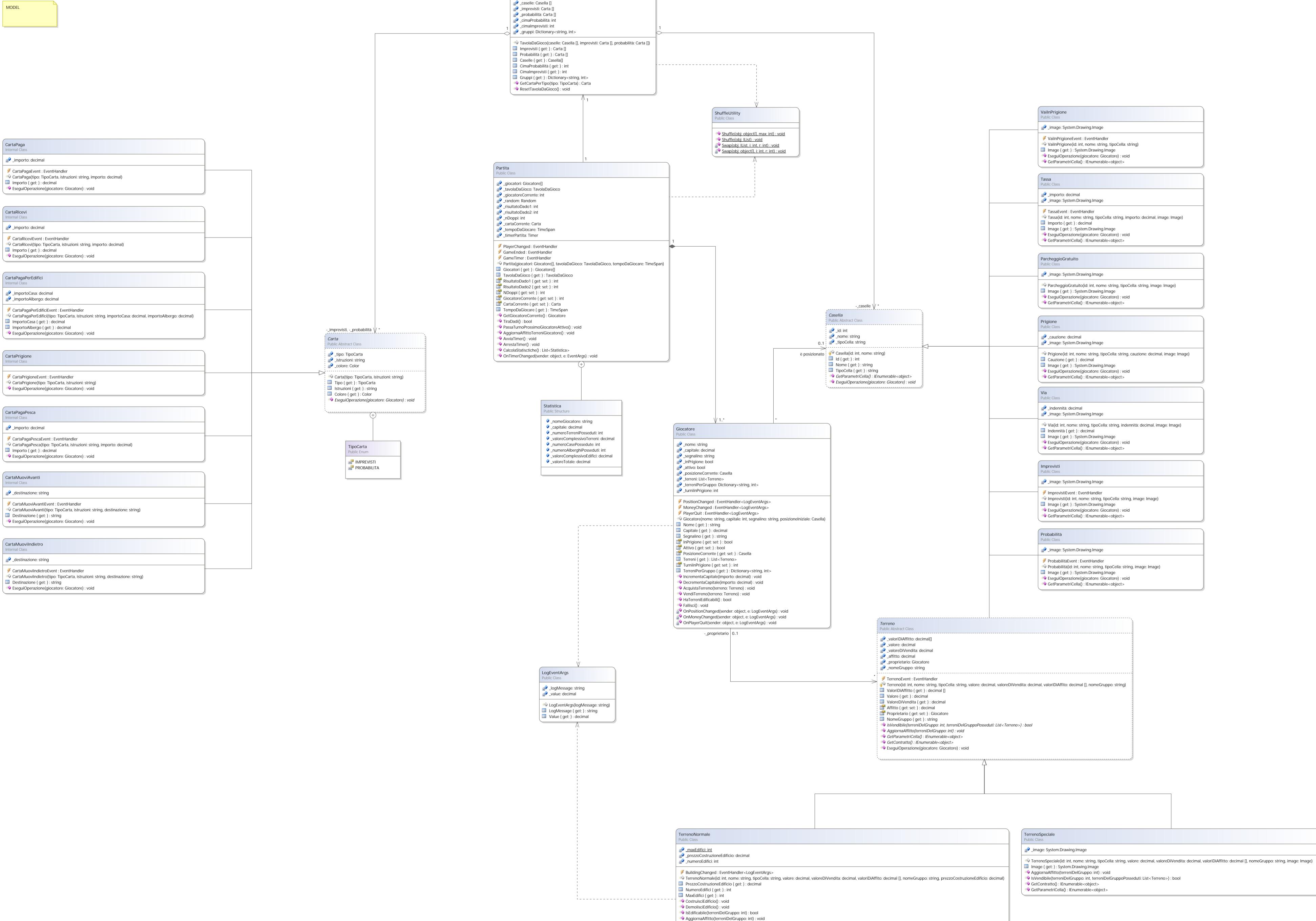
MODEL



■ IsVendibile(terreniDelGruppo: int, terreniDelGruppoPosseduti: List<Terreno>): bool

ResetEdifici(): void

■ GetContratto(): IEnumerable < object > ■ GetParametriCella() : IEnumerable<object>

OnBuildingChanged(sender: object, e: LogEventArgs) : void

TavolaDaGioco Public Class