Piece

- PİECES: String[]
- shapeType: String

+ Piece(String): String
+ startGame(): void
+ getPieces(): String[]
+ getShapeType(): String
+ setShapeType(String): void

Monopoly

- die1: Die
- die2: Die
- diece: int
- cycle: int
- currentIndex: int
- newLocation: int
- lost: boolean
- players: ArrayList<>

+ Monopoly()
+ startGame(): void
+ toStringBefore(Player,Board): String
+ toStringAfter(Player,Board): String
+ toStringMoney(Player): String
+ changeTurn(): void
+ createPlayers(String[],int,Board): ArrayList<>
+ numberOfPlayers(): int
+ playerNames(int): String[]
- controlForName(String,String[]):boolean
- organizetaxSquare(Player,Board): void
+ decideTurn(): void
+ setCurrentIndex(int): void
+ getDiece(): int
+ setDiece(int): void
+ printTurn(Arraylist<Player>): void

Board

+ Board()
+ getSquare(): square[]
+ locationOfTax(): void
+ crSquare(): void
+numOfTax(): void
+ amountOfTax(): double

Main

(empty)

Square

- name: String
- type: String
- index: int
- owner: String
- fee: double

+ Square(String,String,int,double)
+ setName(String): void
+ setType(String): void
+ setIndex(int): void
+ setFee(double): void
+ getType(): String
+ getIndex(): int
+ getFee(): double

Player

- name: String
- squareNum: int
- money: Money
- turn: int
- piece: Piece
- lost: boolean

+ Player()
+ Player(string,int,Money,int,Piece)
+ getName(): String
+ getMoney(): Money
+ getSquareNum(): int
+ setSquareNum(int): void
+ getTurn(): int
+ setTurn(int): void
+ getPiece(): Piece
+ setPiece(Piece): void
+ isLosed(): boolean
+setLosed(boolean): void

Die

- faceValue: int

+ Die()
+ rollDie(): int
+ getValue(): int

Money

- amonut : double

+ setAmount(double): void
+ getAmount(): double
+ decreaseAmount(double): void
+ increaseAmount(double): void
+ initialMoney(): void