

Monopoly

die1

die2

newLocation

numberOfDice

lost

diece

Die

Die

int

int

boolean

ArrayList<Die>

Monopoly()

startGame()

toStringBefore(Player, Board)

toStringAfter(Player, Board)

toStringMoney(Player, Board)

toDiece()

changeTurn(int)

createPlayers(String[], int, Board)

createDiece(int)

numberOfPlayers()

playerNames(int)

controlForName(String, String[])

decideTurn()

printTurn(ArrayList<Player>)

jailCase(Player)

rollDiece()

DieComp(int)

PrintTheBoard(Board)

checkColor(String, String, Board)

void

String

String

String

String

void

void

void

int

String[]

boolean

void

void

boolean

void

boolean

void

void

int

int

ArrayList<Player>

int

int

int

Board

numOfTax

numOfJail

inputFee

int

int

double

Board()

createSquare()

setSquare(Square[])

locationOfTax()

changeToOther(int, Square[], String)

numOfTax()

amountOfTax()

locationOfJail()

numOfJail()

void

Square[]

void

void

void

double

void

void

Square[]

Player

Player()

Player(String, int, Money, int, Piece)

String

Money

int

boolean

boolean

int

int

int

Piece

name

money

turn

lost

jail

jailNum

squareNum

numOfPlayer

piece

String

Money

int

boolean

boolean

int

int

int

Piece

Money

Money()

double

decreaseAmount(double)

increaseAmount(double)

initialMoney()

void

void

void

double

Piece

Piece()

Piece(String)

String

String[]

shapeType

pieces

String

String[]

Square

Square()

Square(String, String, int, double, double, String)

LosingSquares(Player)

play(Player)

String

String

Player

String

double

int

double

name

type

owner

color

fee

index

rent

String

String

Player

String

double

int

double

StationsSquare

StationsSquare(String, String, int, double, double, String)

play(Player)

same

void

int

TaxSquare

TaxSquare(String, String, int, double, double, String)

play(Player)

void

JailSquare

JailSquare(String, String, int, double, double, String)

play(Player)

void

ChanceSquare

ChanceSquare(String, String, int, double, double, String)

play(Player)

void

CitySquare

CitySquare(String, String, int, double, double, String)

play(Player)

same

void

int

OtherSquare

OtherSquare(String, String, int, double, double, String)

play(Player)

void

CommunityChestSquare

CommunityChestSquare(String, String, int, double, double, String)

play(Player)

void

CorporationSquare

CorporationSquare(String, String, int, double, double, String)

play(Player)

same

void

int

Die

Die()

rollDie()

value

int

int

Powered by yllies