



: MonopolyGame

: IDie

: IPlayer

: IPiece

: Board

runSimulation (iterationNumber, simulationCode)

loop [iterationNumber]

loop [num of players]

die1.rollDie()

f1 = die1.getFaceValue()

die2.rollDie()

f2 = die2.getFaceValue()

piece.moveTo(f1+f2)

piece = getPlace()

getSquare(f1+f2)

printStatus()

endGame()

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