## **UML CLASS DIAGRAM**

## MonopolyGame - NUM\_OF\_PIECES : int = 8 - numOfPlayers : int - die1 : Die - die2 : Die - mainBoard : Board - players : Player[] + MonopolyGame() + getNumberOfPlayers() : int + getPlayerNames(int) : String[] + check(String[], String): boolean + initializePlayers(String[], String[]): void + startGame() : void + ranadomShape(String[]): PieceShape + getShapeNames() : String[] + printWithDelay(String, long) : void + printBorder(int, int) : void + runSimulation(Calendar, SimpleDateFormat, int, int): vo + printPieceOwners() : void - getMenuChoice(): int

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Board
+ SIZE : int = 40 + squares : Square[]
+ getSquaresFromTextFile() : Square[] + getSquare(int) : Squre

Player	
- name : String - turn : int - piece : Piece	
+ Player(String, int, Piece) + getPiece() : Piece + getName() : String + getTurn() : int # setTurn(int) : void	

Square
- name : String
+ Square(String) + toString() : String

Die
- faceValue : int - rand : Random
+ Die() + rollDie() : void + getFaceValue() : int

Piece
- shape : PieceShape - square : Square - currentIndex : int
+ Piece(PieceShape, Square) + getShape() : PieceShape # moveTo(int) : void + getSquare() : Square

PieceShape
- shapeName : String
+ PieceShape(String) + toString() : String

Test
+ main(String[]) : void