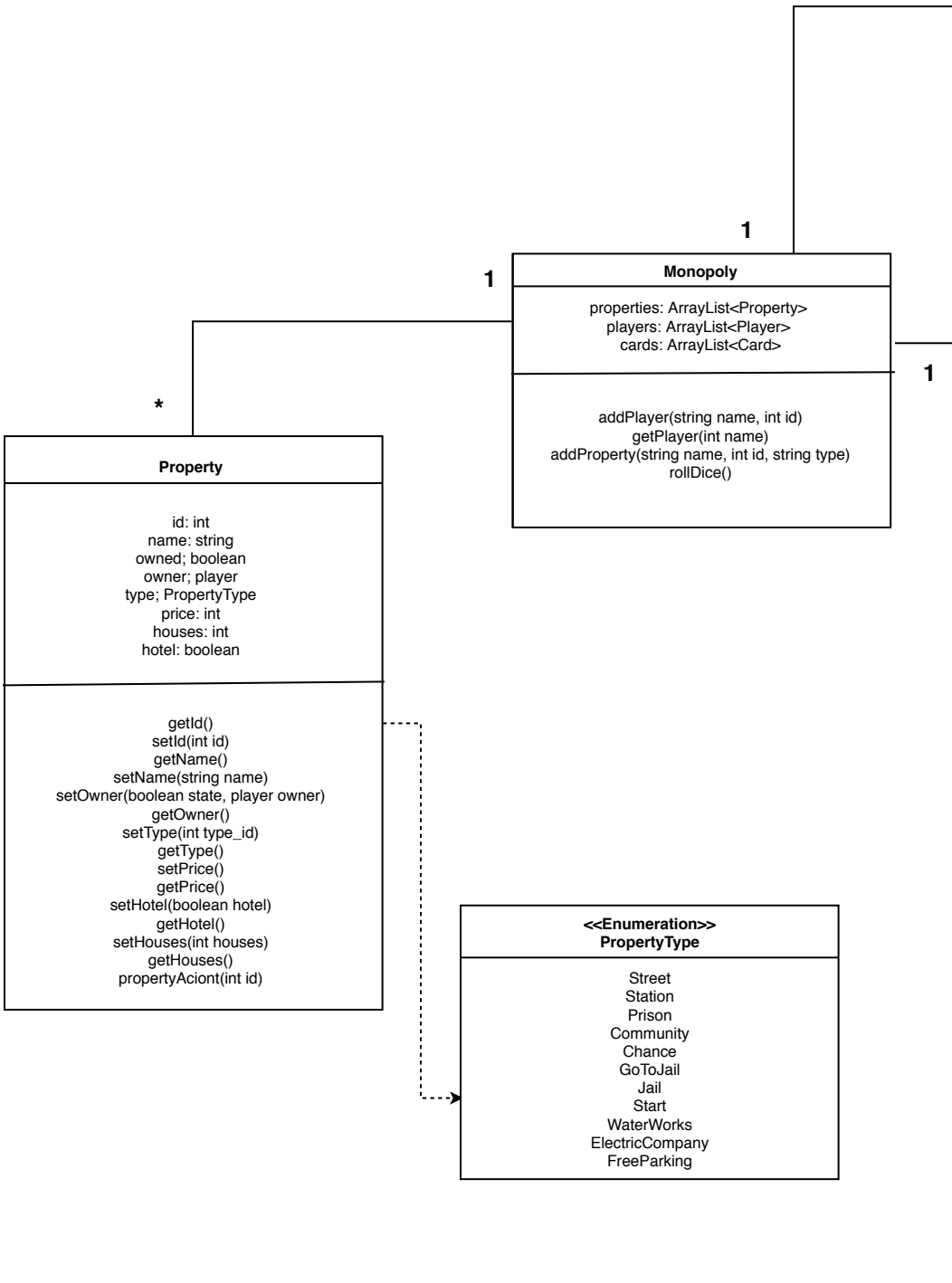
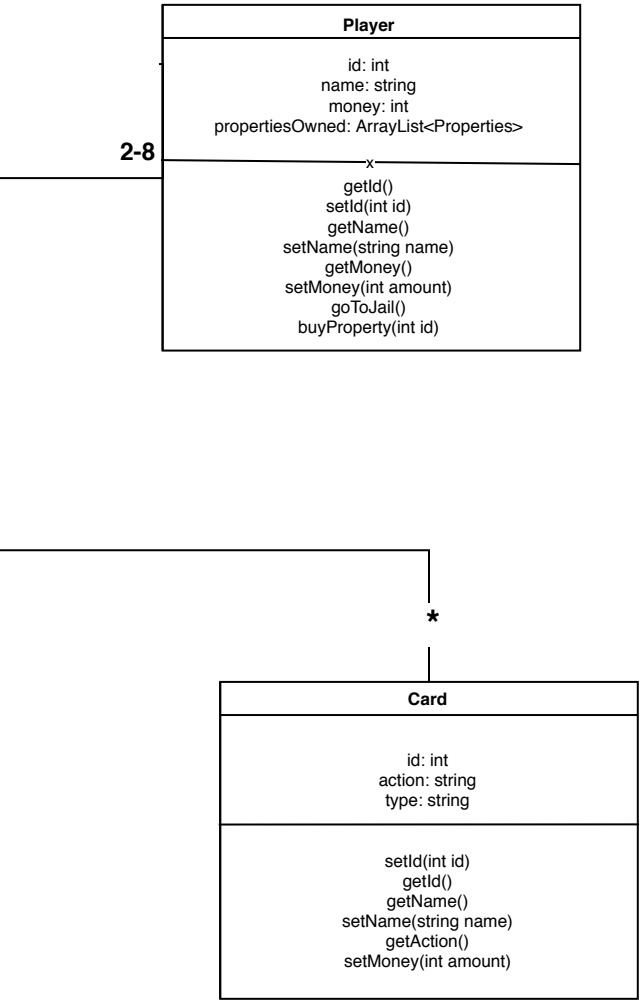

1
1
Monopoly
properties: ArrayList<Property>
players: ArrayList<Player>
cards: ArrayList<Card>
addPlayer(string name, int id)
getPlayer(int name)
addProperty(string name, int id, string type)
rollDice()
1
*
Property
id: int
name: string
owned; boolean
owner; player
type; PropertyType
price: int
houses: int
hotel: boolean
getId()
setId(int id)
getName()
setName(string name)
setOwner(boolean state, player owner)
getOwner()
setType(int type_id)
getType()
setPrice()
getPrice()
setHotel(boolean hotel)
getHotel()
setHouses(int houses)
getHouses()
propertyAciont(int id)
<<Enumeration>>
PropertyType
Street
Station
Prison
Community
Chance
GoToJail
Jail
Start
WaterWorks
ElectricCompany
FreeParking


Player
id: int
name: string
money: int
propertiesOwned: ArrayList<Properties>
2-8
x
getId()
setId(int id)
getName()
setName(string name)
getMoney()
setMoney(int amount)
goToJail()
buyProperty(int id)
*
Card
id: int
action: string
type: string
setId(int id)
getId()
getName()
setName(string name)
getAction()
setMoney(int amount)