UML Class Diagram

PurchaseableSquares (interface)
- rent(Person, Person) void
- buy(Person) void

Square
- playersOnTheSquare ArrayList<Person>
- Square(String)
- Square()
- type String

Property
- owner Person
- nameOfSquare String
- rent int
- Property()
- price int

Jail
- inJail ArrayList<Person>
- Jail(int)
- exitPrice int

TaxSquare
- TaxSquare(int)
- taxAmount int

StartingSquare
- StartingSquare()
- rewardPrice int

LandSquare
- LandSquare(String, int, int, int)
- rent(Person, Person) void
- buy(Person) void
- hasAllSameColourLand(Person, Board) boolean
- changeHousesWithHotels(Person) void
- buildHouse(Person) void
- numberOfHotel int
- colourID int
- costOfHotel int
- numberOfHouse int
- costOfHouse int

PublicCorporationSquare
- PublicCorporationSquare(String, int, int)
- rent(Person, Person) void
- buy(Person) void

TransportationSquare
- TransportationSquare(String, int)
- rent(Person, Person) void
- buy(Person) void

Comparable (interface)
- compareTo(T) int

Person
- sameDiceCount int
- Person(String, int)
- compareTo(Person) int
- attemtpExitJail(int[], Jail) boolean
- enterJail() void
- hasSquare(String) boolean
- hasColor(int) boolean
- exitJailCard boolean
- name String
- doublesCounter int
- ownSquares List<Property>
- currentBalance int
- myTurn int
- inJail boolean
- lastDice int
- jailTime int
- position int

Game
- jailposition int
- startSquareMoney int
- board ArrayList<Square>
- Game()
- move(Person, int) void
- setGame() void
- isBankrupt(Person) boolean
- updateStatus(Person) void
- isGameOver() boolean
- beforeRollingDices(Person) void
- afterRollingDices(Person, int[]) void
- afterCycle(ArrayList<Person>) void
- buyHouseAttempt(Person) void
- cycle int
- players ArrayList<Person>
- turn int
- gameBoard Board

Dice
- dice1 int
- dice2 int
- sum int
- same int
- dices int[]
- Dice()
- rollDice() int[]
- same() int
- sameDice() boolean

Cards
- cardsInfo String
- Cards()
- applyCardsEffect(int, Person, Game) void

Board
- Board(ArrayList<Square>)
- gameboard ArrayList<Square>

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