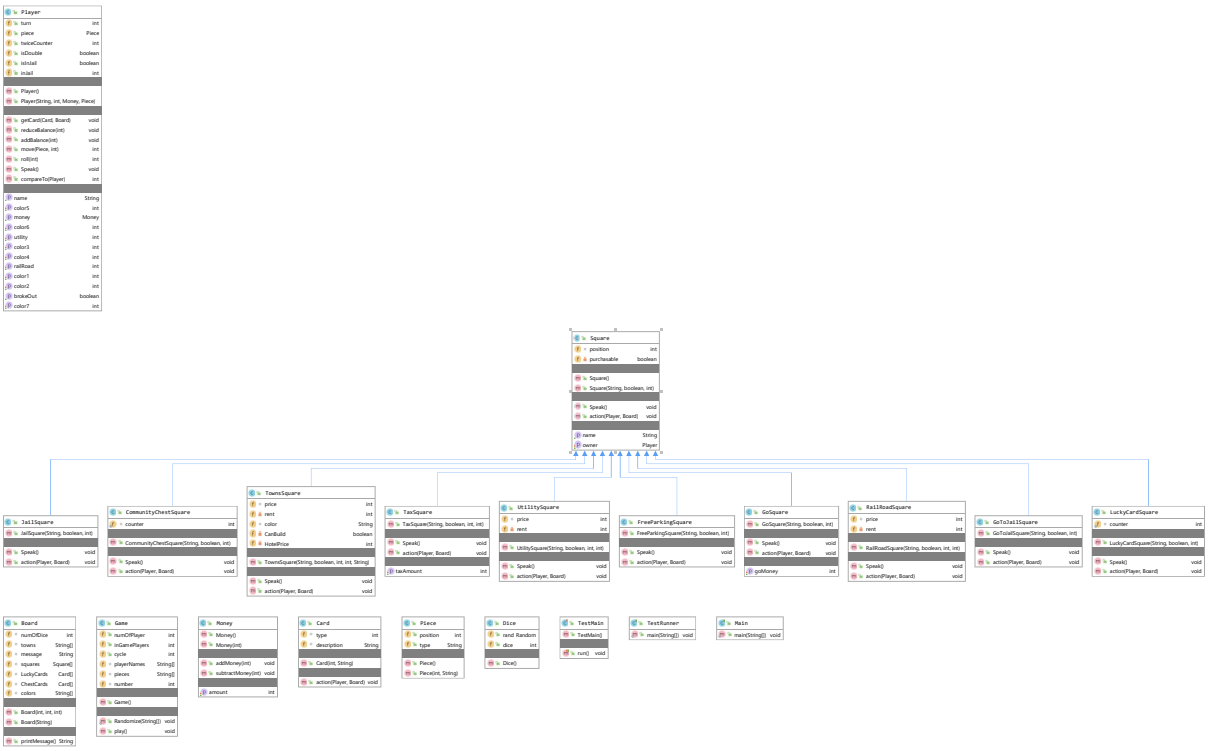
Player
turn int
piece Piece
twiceCounter int
isDouble boolean
isInJail boolean
inJail int
Player()
Player(String, int, Money, Piece)
getCardCard, Board) void
reduceBalance(int) void
addBalance(int) void
movePiece, int) int
roll(int) int
Speak() void
compareTo(Player) int
name String
color5 int
money Money
color6 int
utility int
color3 int
color4 int
railRoad int
color1 int
color2 int
brokeOut boolean
color7 int
Square
position int
purcheasable boolean
Square()
Square(String, boolean, int)
Speak() void
action(Player, Board) void
name String
owner Player
JailSquare
JailSquare(String, boolean, int)
Speak() void
action(Player, Board) void
CommunityChestSquare
counter int
CommunityChestSquare(String, boolean, int)
Speak() void
action(Player, Board) void
TownsSquare
price int
rent int
color String
CanBuild boolean
HotelPrice int
TownsSquare(String, boolean, int, int, String)
Speak() void
action(Player, Board) void
TaxSquare
TaxSquare(String, boolean, int, int)
Speak() void
action(Player, Board) void
taxAmount int
UtilitySquare
price int
rent int
UtilitySquare(String, boolean, int, int)
Speak() void
action(Player, Board) void
FreeParkingSquare
FreeParkingSquare(String, boolean, int)
Speak() void
action(Player, Board) void
GoSquare
GoSquare(String, boolean, int)
Speak() void
action(Player, Board) void
goMoney int
RailRoadSquare
price int
rent int
RailRoadSquare(String, boolean, int, int)
Speak() void
action(Player, Board) void
GoToJailSquare
GoToJailSquare(String, boolean, int)
Speak() void
action(Player, Board) void
LuckyCardSquare
counter int
LuckyCardSquare(String, boolean, int)
Speak() void
action(Player, Board) void
Board
numOfDice int
towns String[]
message String
squares Square[]
LuckyCards Card[]
ChestCards Card[]
colors String[]
Board(int, int, int)
Board(String)
printMessage() String
Game
numOfPlayer int
inGamePlayers int
cycle int
playerNames String[]
pieces String[]
number int
Game()
Randomize(String[]) void
play() void
Money
Money()
Money(int)
addMoney(int) void
subtractMoney(int) void
amount int
Card
type int
description String
Card(int, String)
action(Player, Board) void
Piece
position int
type String
Piece()
Piece(int, String)
Dice
rand Random
dice int
Dice()
TestMain
TestMain()
run() void
TestRunner
main(String[]) void
Main
main(String[]) void