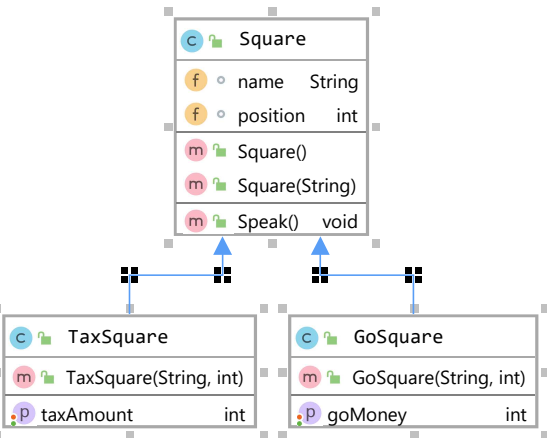


C  Player		
f	name	String
f	turn	int
f	balance	int
f	piece	Piece
f	twiceCounter	int
f	isDouble	boolean
<hr/>		
m	Player()	
m	Player(String, int, int, Piece)	
<hr/>		
m	reduceBalance(int)	void
m	addBalance(int)	void
m	move(Piece, Dice, Dice)	int
m	roll(Dice, Dice)	int
m	Speak()	void
m	compareTo(Player)	int

C  Game		
f	numOfPlayer	int
f	inGamePlayers	int
f	cycle	int
f	startMoney	int
f	goMoney	int
f	playernames	String[]
f	pieces	String[]
f	number	int
<hr/>		
m	Game()	
m	Randomize(String[])	void
m	play()	void



C  Board		
f	numOfTaxSquare	int
f	squares	Square[]
<hr/>		
m	Board(int, int, int)	
m	addSquare(Square, int)	void
m	createGoSquare(int)	Square
m	createTaxSquare(int)	Square
m	createEmptySquare()	Square

C  Piece		
f	position	int
f	type	String
<hr/>		
m	Piece()	
m	Piece(int, String)	

C  Dice		
f	randRandom	
f	dice	int
<hr/>		
m	Dice()	

C  Main		
<hr/>		
m	main(String[])	void