In this project , I decided to assign all the squares to a map class and make them a map object.

This way , I can give them some attributes and distinguish them between themselfs.

I read my property json file and assigned them to this map object.

I also created three classes which are land , company and railroads.

These classes are 3 of the property types and subclasses of Map class.

They use constructor of Map with super and "rent" method with abstract.

Addition to that , we created a subclass Utility square for some of the basic squares.

For my list json file , They consist of items of chance square and chest square, so ;

We asssign chance and chest square map attributes ourself on PlayGame class,

With this PlayGame class is used for creating objects and making instance of objects so;

We can use them in method such as parameters

We of course had to create a class for players,which we did;

We give them their temporary locations on map so we can compare,

We assign attributes such as jail timer and money ,

Other players doesnt have their own class but instead they are objects including banker;

Yet, Player class use is such a powerful object orientation, It carry us forward

Then we created action square class which is abstract and branches to four subclass

First subclass is chance which being used for stimulate chance lists items commands,

same with community chest class, tax square class make players pay their debts and

finally banker class ,which is different from player class's banker object, is used

for buying property methods

In last step, our last class method square ,called from playgame class with parameters,

is used for general algorithm of code and call other class methods and objects.