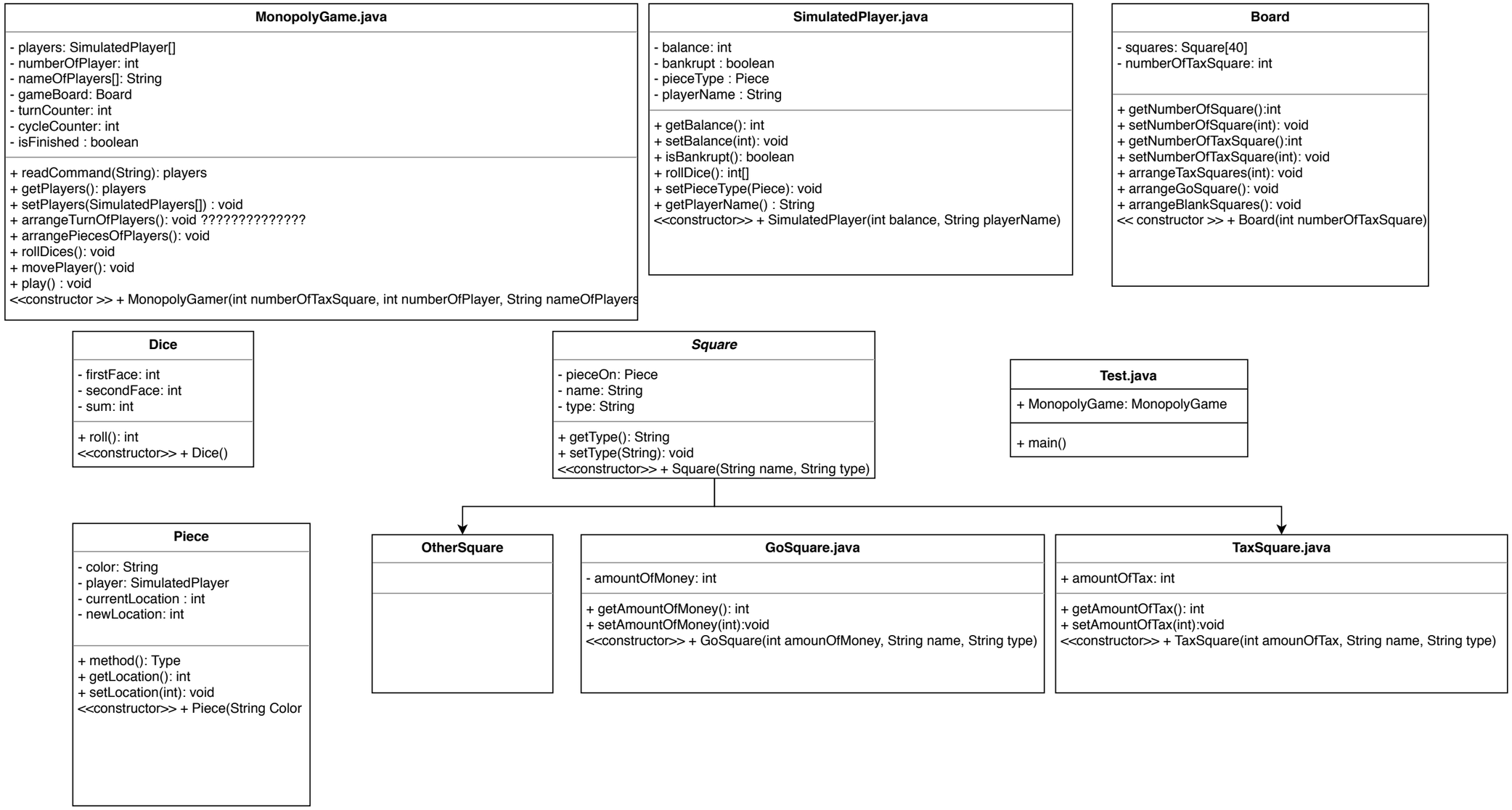
MonopolyGame.java
- players: SimulatedPlayer[]
- numberOfPlayer: int
- nameOfPlayers[]: String
- gameBoard: Board
- turnCounter: int
- cycleCounter: int
- isFinished : boolean
+ readCommand(String): players
+ getPlayers(): players
+ setPlayers(SimulatedPlayers[]) : void
+ arrangeTurnOfPlayers(): void ???????????????
+ arrangePiecesOfPlayers(): void
+ rollDices(): void
+ movePlayer(): void
+ play() : void
<<constructor >> + MonopolyGamer(int numberOfTaxSquare, int numberOfPlayer, String nameOfPlayers
SimulatedPlayer.java
- balance: int
- bankrupt : boolean
- pieceType : Piece
- playerName : String
+ getBalance(): int
+ setBalance(int): void
+ isBankrupt(): boolean
+ rollDice(): int[]
+ setPieceType(Piece): void
+ getPlayerName() : String
<<constructor>> + SimulatedPlayer(int balance, String playerName)
Board
- squares: Square[40]
- numberOfTaxSquare: int
+ getNumberOfSquare():int
+ setNumberOfSquare(int): void
+ getNumberOfTaxSquare():int
+ setNumberOfTaxSquare(int): void
+ arrangeTaxSquares(int): void
+ arrangeGoSquare(): void
+ arrangeBlankSquares(): void
<< constructor >> + Board(int numberOfTaxSquare)
Dice
- firstFace: int
- secondFace: int
- sum: int
+ roll(): int
<<constructor>> + Dice()
Square
- pieceOn: Piece
- name: String
- type: String
+ getType(): String
+ setType(String): void
<<constructor>> + Square(String name, String type)
Test.java
+ MonopolyGame: MonopolyGame
+ main()
Piece
- color: String
- player: SimulatedPlayer
- currentLocation : int
- newLocation: int
+ method(): Type
+ getLocation(): int
+ setLocation(int): void
<<constructor>> + Piece(String Color
OtherSquare
GoSquare.java
- amountOfMoney: int
+ getAmountOfMoney(): int
+ setAmountOfMoney(int):void
<<constructor>> + GoSquare(int amounOfMoney, String name, String type)
TaxSquare.java
+ amountOfTax: int
+ getAmountOfTax(): int
+ setAmountOfTax(int):void
<<constructor>> + TaxSquare(int amounOfTax, String name, String type)