UML CLASS DIAGRAM

Class Diagram

Monopoly_Game

-die[ ]: Die
-board:Board

+Main:Void

Player

-name:String
-balance:Money
-currentSquare:Square
-estate:Square
-inJail:Boolean
-turn:Boolean

+ getName:String
+ getCurrentSquareNumber:Int
+ setCurrentSquareNumber:Void
+ getMoney:Int
+ setMoney:Void
+ isInJail:Boolean
+ setInJail:Void

Board

-square:Square
-player[ ]:Player

+getPlayers: Player
+getSquares: Square

Die

-faceValue:Int

+ getFaceValue: Int
+ rollDie:Void

Square

-name:String
-price:Money
-type

+ getSquareName: String
+ getSquareNumber: Int

GoSquare

GoToJail

FreeParking

Jail

IncomeTax

LuxuryTax