MonopolyGame

```
-board:Board
-player:Player[]
-queue:int[]
-numberofiteration:int
-die:Dice
-pieceArr:Piece[]
```
```
+getNumberOfIteration():int
+ getNumberOfIteration(int):void
+listPiece():void
```

Piece

```
-location:Square
-isSelected:boolean
+pieceName:String
```
```
+Piece()
+getPieceName():String
+setPieceName(String):void
+getLocation():Square
+setLocation( Square):void
+setSelected(boolean):void

+isSelected():boolean

+goSquare(Board,Dice):void
```

Player

```
-piece: Piece
-name:String
+bankruptcy:boolean
+punishment:int
+money:Money
```
```
+setName(String):void
+getName():String
+setPiece(Piece):void
+getPiece():Piece
+increaseMoney(int):void
+decreaseMoney(int):void
+showinfo():void
```

Board

```
-size:int
-squares:Square[]
```
```
+getSquare():Square[]
+ setSquare(Squares[]):void
```

Square

```
-number:int
-name:String
```
```
+action():void
+action(Player):void
+action(Player,Square):void
+getNumber():int
+setNumber(int):void
```

Die

```
-faceValue:int
```
```
+getFaceValue():int
+ setFaceValue (int):void
+roll():void
```

Money

```
-int: value
-type:String
```
```
+setValue(int):void
+getValue():int
+setType(String):void
+getType():String
```