

Square

-row: int

-col: int

-ownable:bool

-name: string

+get_row(): int

+get_col(): int

-square num: int

+is_ownable(): bool

+get_square_num(): int

+get_square_name(): string

-name: string -c_name: char -all_squares:vector<shard_ptr<Square>> -money: int -next_player:shared_ptr<Player> -position: int -monopoly_name: vector <string> -building: vector<shared_ptr<Ownable>> -bankrupt: bool -can_move: bool -cur_square: shared_ptr<Square> -last_square: shared_ptr<Square> -rim: int -print_text: shared_ptr<Textdisplay>

-send: bool -time_single: int

+get_name(): string

+get_char(): char

+give_me_a_num(): vector<int> +get_position(): int +changestate(): void +notifyposition(): void +notifysquare(int, int, int , int): void +set_position(int, bool): void +buy_building(shared_ptr<Ownable>, int money): void +attach(shared ptr<Ownable>): void +attach(string): void +buy_improvement(): void +notifyimprovement(): void +unbuild improvement(int, int): void +sell_building(shared_ptr<Ownable>, int money): void +set_money(int money): void +get_money(): void +set_rolluptherim(int): void +have_rolluptherim(): bool +is_bankrupt(): bool +transfer_roll(shared_ptr<Player>): void +get_next_player(): stared_ptr<Player> +get_cur_square(): shared_ptr<Square> +building_int_list(string): shared_ptr<Ownable> +my_building(): vector<shared_ptr<Ownable>> +mortgage_building(shared_ptr<Ownable>): +unmortgage_building(shared_ptr<Ownable>): +tuition(): int +get_num_roll(): int +send_to(): bool +set_time_single(): void +can_leave_dc(): bool

+can_collect_osap(): bool

+get_cur_square_num(): int

+set_next_player(shared_ptr<Player>): void

Chance S1: vector<std::string> +calculus(bool open)=0: virtual string Needles Needles +calculus override(bool open): int +go_to(shared_ptr<Player>, string cal): int +mutate_money(shared_ptr<Player>, string m): void

Ownable -purchase_cost: int -monoply: string -monopoly_list: vector <Academic_building *> -rent: int -owner: shared_ptr<Player> -mortgate: bool -current_improvement: int +get_owner(): string +get_owner_char: char +get_rent(): int +can_own(): bool +pay_rent(shared_ptr<Player> p): void +set_rent(int i= 0): void virtual +set_owner(shared_ptr<Player>): void +change_owner(shared_ptr<Player>): void +is_mortgate(): bool +is_monopoly(): bool +change_morgate(): void +get_purchase_cost(): int +get_monoply(): string +get_cur_improvement(): int +check_block(): bool +set_monopoly_list(vector<shared_ptr<Ownable>> m_l): void +mortgage_building(shared_ptr<Ownable> p): void +unmortgage_building(shared_ptr<Ownable> p): void +change_rent(int i): void +get_cur_owner(): shared_ptr<Player> Academic nonacademic -improvement_col: int -improvement_row: int +set_rent()override: int virtual -improvable: bool +num_monopoly(): int -standard: const int -improvement_cost: const int -tuition_1: int -tuition_2: int -tuition_3: int -tuition_4: int -tuition_5: int Rez gym +get_improvement_cost(): int +improve_row(): int +improve_col(): int +set_rent(int): void +can_improve(): bool +set_rent(int):void +set_improvable(): void

+set_improvement(int i): void +set_rent(int i = 0)override: void

+buy_improve(): void +sell_improve(): void

+can_sell_improve(): bool

+change_improvement(int I): void

textdisplay

-theDisplay: vector<vector<char>>

+notify improve(int row, int col): void

+cancel improve(int row, int col): void

+notify_char (int row_last, int col_last, int row_now, int col_now, int position, char c):void

+operator << (std::ostream &out, const Textdisplay &): friend std::ostream &