**Heading**

Name: Paul Phath

Course Name: CSCI 111 Computer Science 1 with Java

Section: CSCI 11 901 ONL 15A FA16

Semester: Fall

Programming Assignment: Programming Assignment 9 – Monopoly

**Assignment Analysis and Design**

This week programming assignment is to create a players class for Monopoly. The program is supposed to create a player for Monopoly. Once the player is created the player will roll two dice and move around the board. Every time the player lands on a property rent will be taken out of the player’s balance.

Input Values:

- player name

- player selects a token

Output Values:  
- player name

- player token

- player balance

- player position on the board

In this assignment I created a player class. Figuring out what the player needed was confusing

Player Class Variables

-playerName

-playerToken

-playerLocation

-playerBalance

Player Class Methods

-getPlayerName

-getPlayerToken

-getPlayerBalance

-getPlayerLocation

-getPlayerInfo

The source material used to create this program was chapter 9 and 15 – Modules from our java one class and youtube.com.

**Assignment Code**

The code will be in the attached zip file.

**Assignment Testing**

The way I ran my test for this program was to run it over and over again so it fit all the requirements. It was a very crazy assignment.

**Assignment Evaluation**

I think this project was the hardest one so far. It had so many layers to it. I was very confused on how to create the class. I spent a lot of time trying to research all the requirements for the project. Overall, I think the project was rough for me. I wish I had more help on the assignment. I worked on the project myself because I don’t trust anything enough to do any parts of the assignment.