BTerminal

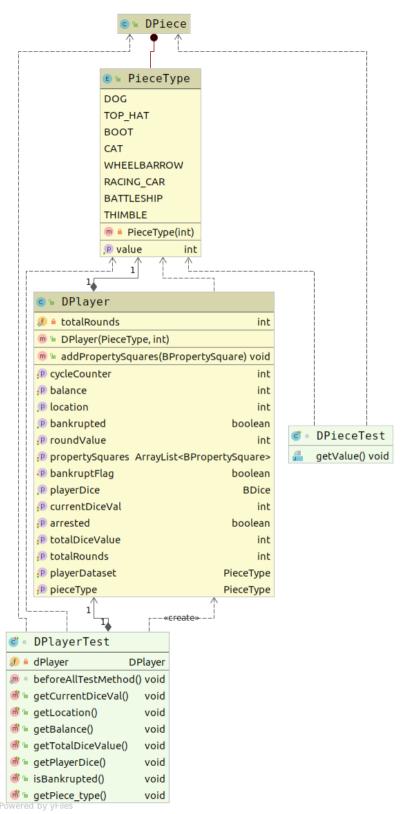|	
cTerminal	CTerminal
printBeforeRollDice(BPlayer)	void
printDicesFaces(int[], BPlayer)	void
printLuckCard(String)	void
printAfterRollDice(BPlayer, BSquare)	void
printRentProcess(DPlayer, BSquare)	void
printBuyProcess(BPlayer, BSquare)	void
printWinnerPlayer(BPlayer)	void
printGameOver(ArrayList)	void

BDice

rollDice()	int[]
rollDiceWithoutConstraint()	int[]
checkIfDicesAreSame(int[])	boolean

BPlayerObserver

checkAndUpdatePlayer(int, BSquare)	void

BPlayer

bTerminal	BTerminal
BPlayer(DPlayer)	
checkAndUpdatePlayer(int, BSquare)	void
updateDataset(int, int)	void
tryToSellProperty(BSquare)	boolean
sellSquare(BSquare)	void
rollDice()	int
isPlayerCrossTheGoSquare()	boolean
isPlayerBankrupted()	boolean
buy(BPropertySquare)	boolean
isAbleToBuy(BPropertySquare)	boolean
sortSquares()	void
DPlayer	DPlayer

BPlayerTest

bPlayer	BPlayer
dPlayer	DPlayer
beforeAllTestMethod() void	
rollDice()	void
getDPlayer()	void

Package squares

BBoard

SQUARE_NUMBER	int
boardInstance	BBoard
instructionInstance	DInstruction
BBoard()	
initSquares()	void
getInstance()	BBoard
jailSquares	ArrayList<BJailSquare>
squares	BSquare[]

BTaxSquareTest

dPlayer	DPlayer
beforeAllTestMethod() void	
performOnLand()	void
getSQUARE_TYPE()	void

BRegularSquareTest

getSQUARE_TYPE()	void

BGoSquareTest

dPlayer	DPlayer
beforeAllTestMethod() void	
performOnLand()	void
getSQUARE_TYPE()	void

BGameObserver

listen()	void

PlayersChart

PlayersChart(String, String)	

BBoardTest

getInstance() void	

BMonopolyGame

monopolyGameInstance	BMonopolyGame
eliminatedPlayers	ArrayList<BPlayer>
boardInstance	BBoard
diceSumOfPlayers	ArrayList<Integer>
moneyDataset	XYSeriesCollection
BMonopolyGame()	
getInstance()	BMonopolyGame
startGame(DInstruction)	void
initPlayersByLettingThemRollingDiceAndPutInList(DInstruction) void	
checkIfDiceSumExist(ArrayList<Integer>, int)	boolean
listen()	void
startTurn()	void
BTerminal	BTerminal
players	ArrayList<BPlayer>

BJailSquareTest

dPlayer	DPlayer
beforeAllTestMethod() void	

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CMonopolyGame

- `f` UITerminal   UITerminal
- `f` instance   CMonopolyGame
- `m` CMonopolyGame(String)
- `m` getInstance()   CMonopolyGame
- `m` getInstance(String) CMonopolyGame
- `m` start()   void

Main

- `f` INSTRUCTION_FILENAME String
- `f` PLACE_NUMBER   Integer
- `f` ROUND_LIMIT   Integer
- `m` main(String[])   void

CTerminal

- `f` uiTerminal   UITerminal
- `m` printBeforeRollDice(BPlayer)   void
- `m` printDicesFaces(int[], BPlayer)   void
- `m` printLuckCard(String)   void
- `m` printAfterRollDice(BPlayer, BSquare) void
- `m` printRentProcess(DPlayer, BSquare)   void
- `m` printBuyProcess(BPlayer, BSquare)   void
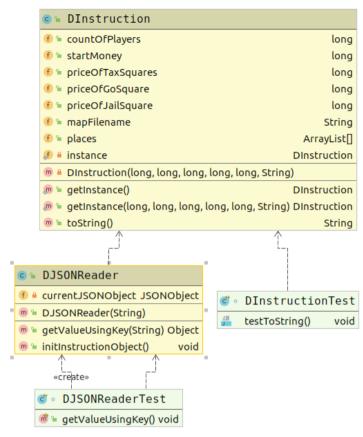- `m` printWinnerPlayer(BPlayer)   void
- `m` printGameOver(ArrayList)   void

CInstruction

- `f` instance   CInstruction
- `m` getDInstruction() DInstruction

DPiece

PieceType
E PieceType

- DOG
- TOP_HAT
- BOOT
- CAT
- WHEELBARROW
- RACING_CAR
- BATTLESHIP
- THIMBLE
- Ⓜ PieceType(int)
- Ⓟ value — int

DPlayer

Member	Type
totalRounds	int
Ⓜ DPlayer(PieceType, int)	
Ⓜ addPropertySquares(BPropertySquare)	void
cycleCounter	int
balance	int
location	int
bankrupted	boolean
roundValue	int
propertySquares	ArrayList<BPropertySquare>
bankruptFlag	boolean
playerDice	BDice
currentDiceVal	int
arrested	boolean
totalDiceValue	int
totalRounds	int
playerDataset	PieceType
pieceType	PieceType

DPieceTest
- getValue() void

DPlayerTest
- Ⓕ dPlayer — DPlayer
- Ⓜ beforeAllTestMethod() void
- Ⓜ getCurrentDiceVal() void
- Ⓜ getLocation() void
- Ⓜ getBalance() void
- Ⓜ getTotalDiceValue() void
- Ⓜ getPlayerDice() void
- Ⓜ isBankrupted() void
- Ⓜ getPiece_type() void

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DInstruction

Member	Type
Ⓕ countOfPlayers	long
Ⓕ startMoney	long
Ⓕ priceOfTaxSquares	long
Ⓕ priceOfGoSquare	long
Ⓕ priceOfJailSquare	long
Ⓕ mapFilename	String
Ⓕ places	ArrayList[]
Ⓕ instance	DInstruction
Ⓜ DInstruction(long, long, long, long, long, String)	
Ⓜ getInstance()	DInstruction
Ⓜ getInstance(long, long, long, long, long, String)	DInstruction
Ⓜ toString()	String

DJSONReader
- Ⓕ currentJSONObject JSONObject
- Ⓜ DJSONReader(String)
- Ⓜ getValueUsingKey(String) Object
- Ⓜ initInstructionObject() void

DInstructionTest
- testToString() void

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DJSONReaderTest
- Ⓜ getValueUsingKey() void

UITerminal

f	🔒 UINameOfCard	String
f	🔒 instance	UITerminal

m	🔒 UITerminal()

m	🔓 getInstance()	UITerminal
m	🔓 printCurrentJSONFile()	void
m	🔓 printBeforeRollDice(BPlayer)	void
m	🔓 printDicesFaces(int[], BPlayer)	void
m	🔓 printLuckCard(String)	void
m	🔓 printAfterRollDice(BPlayer, BSquare)	void
m	🔓 printRentProcess(DPlayer, BSquare)	void
m	🔓 printBuyProcess(BPlayer, BSquare)	void
m	🔓 printWinnerPlayer(BPlayer)	void
m	🔓 printGameOver(ArrayList)	void

Package BL

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Package Controller

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Package UI

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