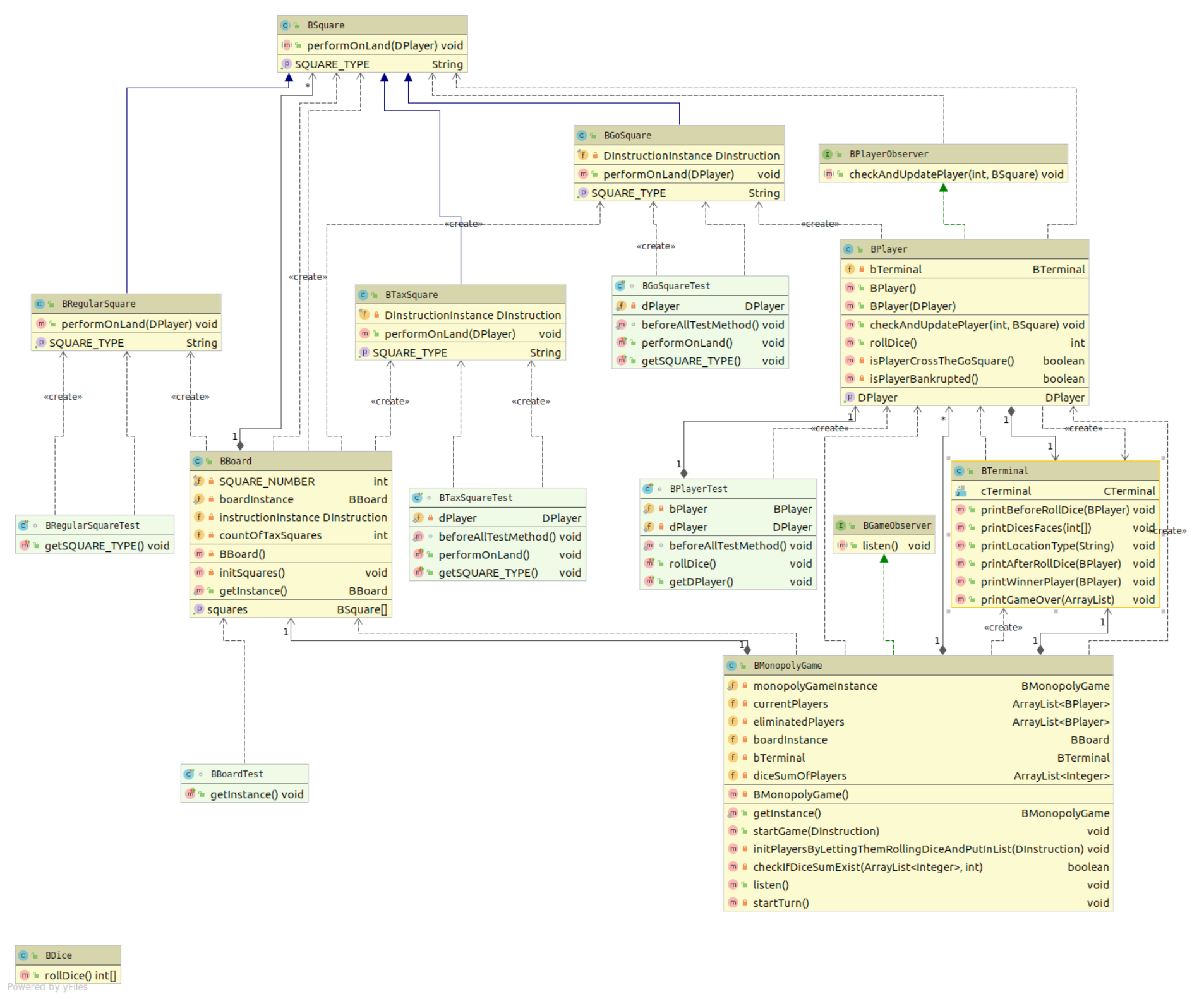
BSquare
performOnLand(DPlayer) void
SQUARE_TYPE String
BGoSquare
DInstructionInstance DInstruction
performOnLand(DPlayer) void
SQUARE_TYPE String
BPlayerObserver
checkAndUpdatePlayer(int, BSquare) void
BRegularSquare
performOnLand(DPlayer) void
SQUARE_TYPE String
BTaxSquare
DInstructionInstance DInstruction
performOnLand(DPlayer) void
SQUARE_TYPE String
BGoSquareTest
dPlayer DPlayer
beforeAllTestMethod() void
performOnLand() void
getSQUARE_TYPE() void
BPlayer
bTerminal BTerminal
BPlayer()
BPlayer(DPlayer)
checkAndUpdatePlayer(int, BSquare) void
rollDice() int
isPlayerCrossTheGoSquare() boolean
isPlayerBankrupted() boolean
DPlayer DPlayer
«create»
BRegularSquareTest
getSQUARE_TYPE() void
BBoard
SQUARE_NUMBER int
boardInstance BBoard
instructionInstance DInstruction
countOfTaxSquares int
BBoard()
initSquares() void
getInstance() BBoard
squares BSquare[]
BTaxSquareTest
dPlayer DPlayer
beforeAllTestMethod() void
performOnLand() void
getSQUARE_TYPE() void
BPlayerTest
bPlayer BPlayer
dPlayer DPlayer
beforeAllTestMethod() void
rollDice() void
getDPlayer() void
BGameObserver
listen() void
BTerminal
cTerminal CTerminal
printBeforeRollDice(BPlayer) void
printDicesFaces(int[]) void
printLocationType(String) void
printAfterRollDice(BPlayer) void
printWinnerPlayer(BPlayer) void
printGameOver(ArrayList) void
BBoardTest
getInstance() void
BMonopolyGame
monopolyGameInstance BMonopolyGame
currentPlayers ArrayList<BPlayer>
eliminatedPlayers ArrayList<BPlayer>
boardInstance BBoard
bTerminal BTerminal
diceSumOfPlayers ArrayList<Integer>
BMonopolyGame()
getInstance() BMonopolyGame
startGame(DInstruction) void
initPlayersByLettingThemRollingDiceAndPutInList(DInstruction) void
checkIfDiceSumExist(ArrayList<Integer>, int) boolean
listen() void
startTurn() void
BDice
rollDice() int[]
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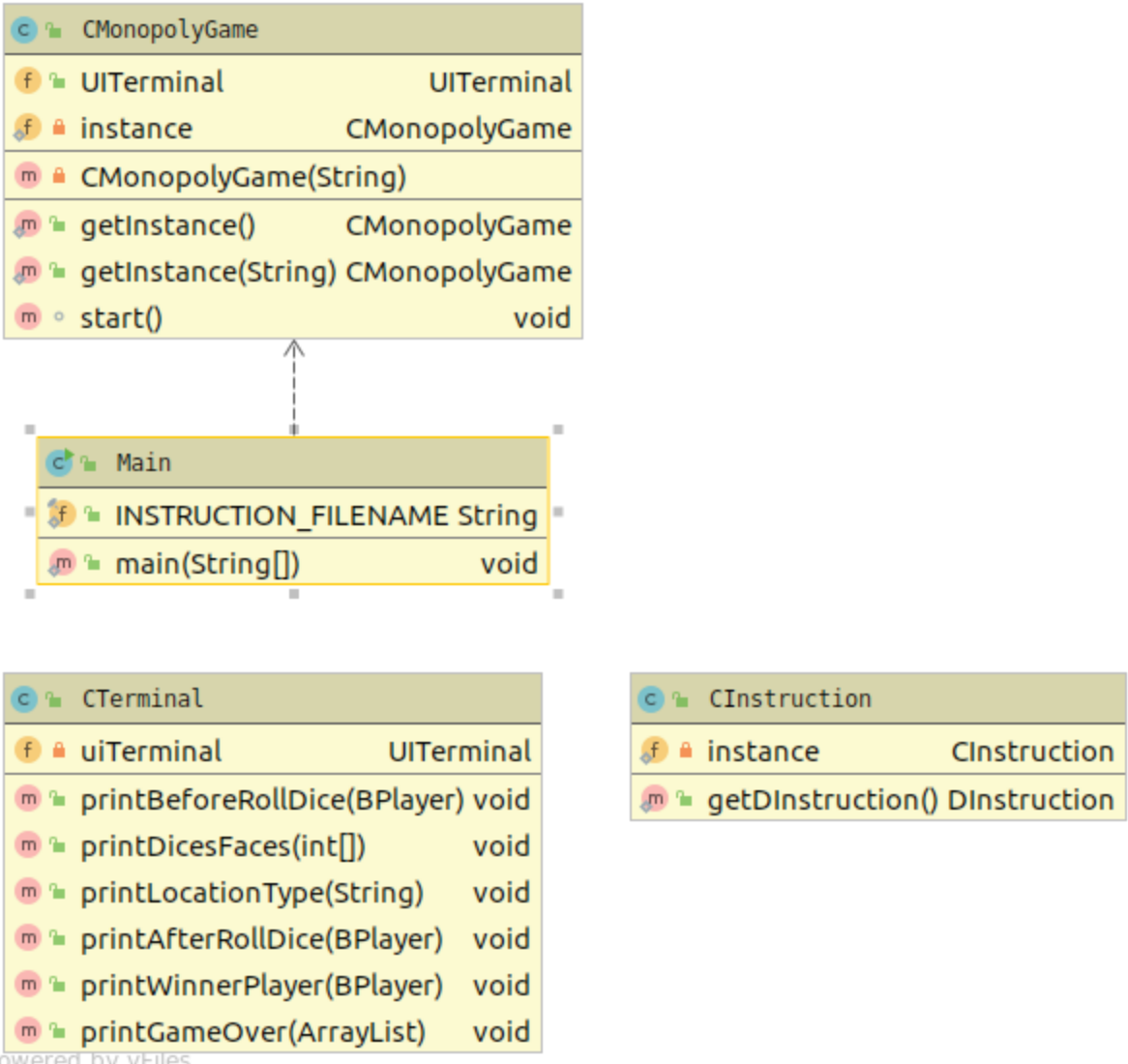

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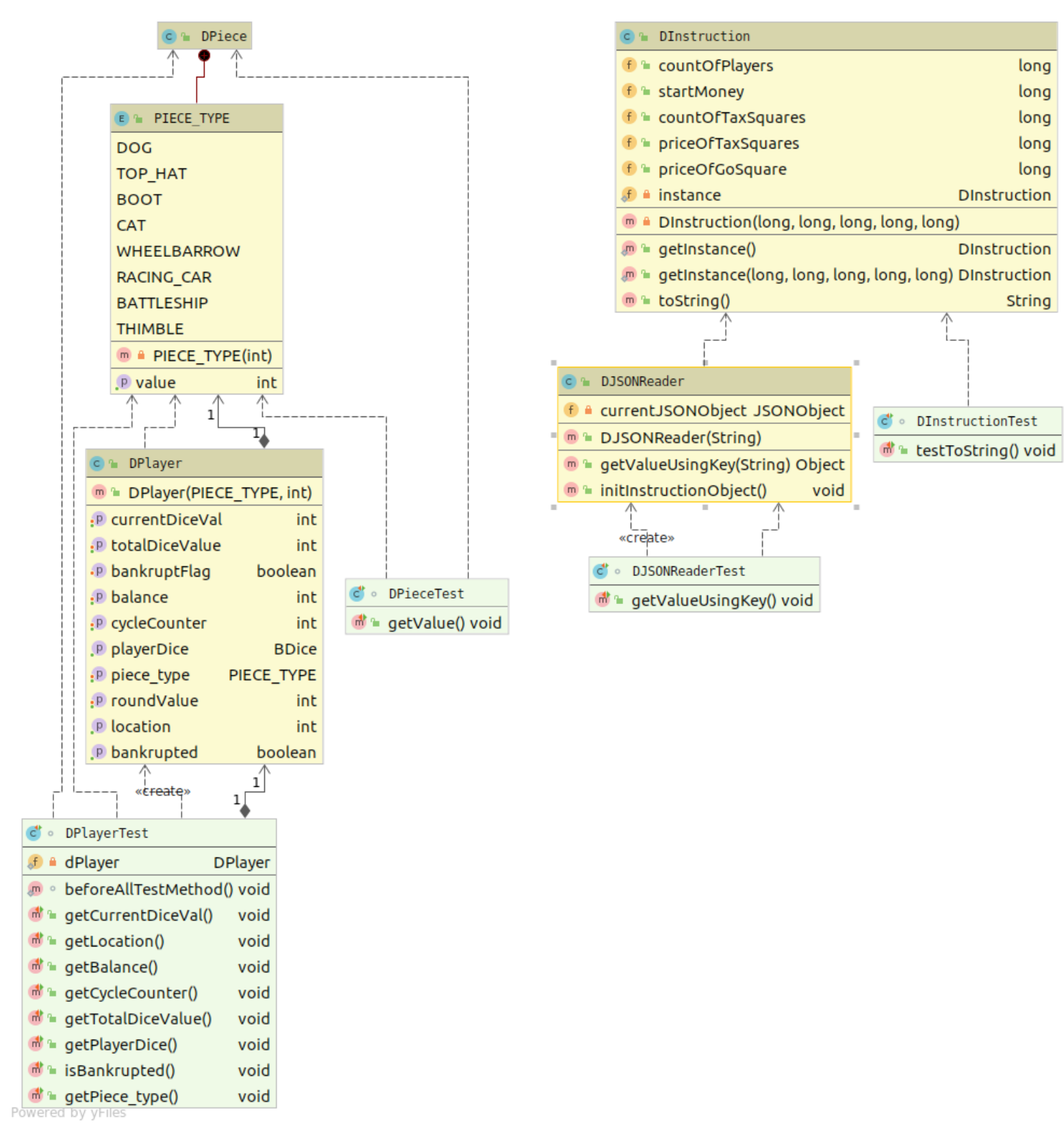

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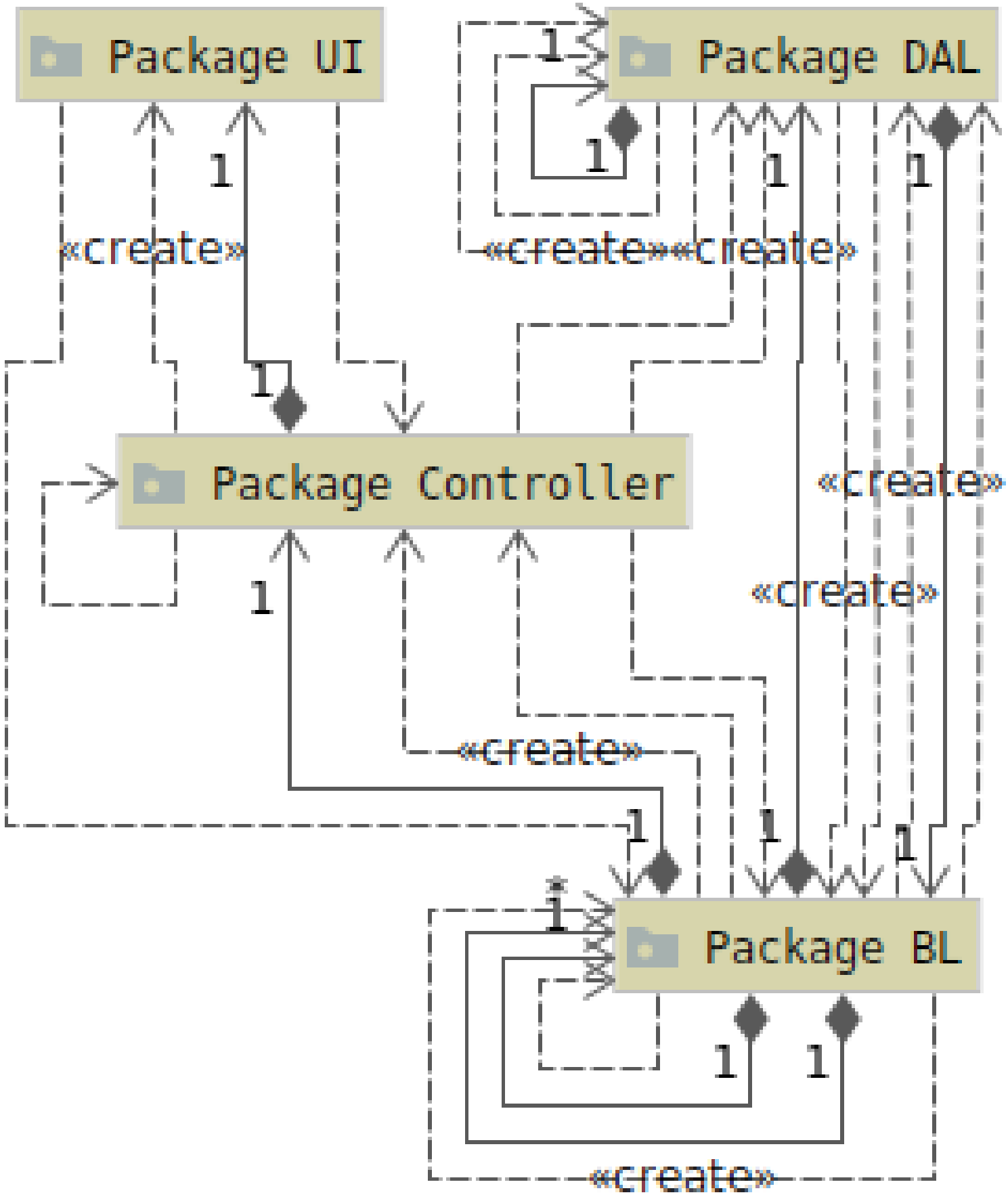
Package UI
Package DAL
Package Controller
Package BL
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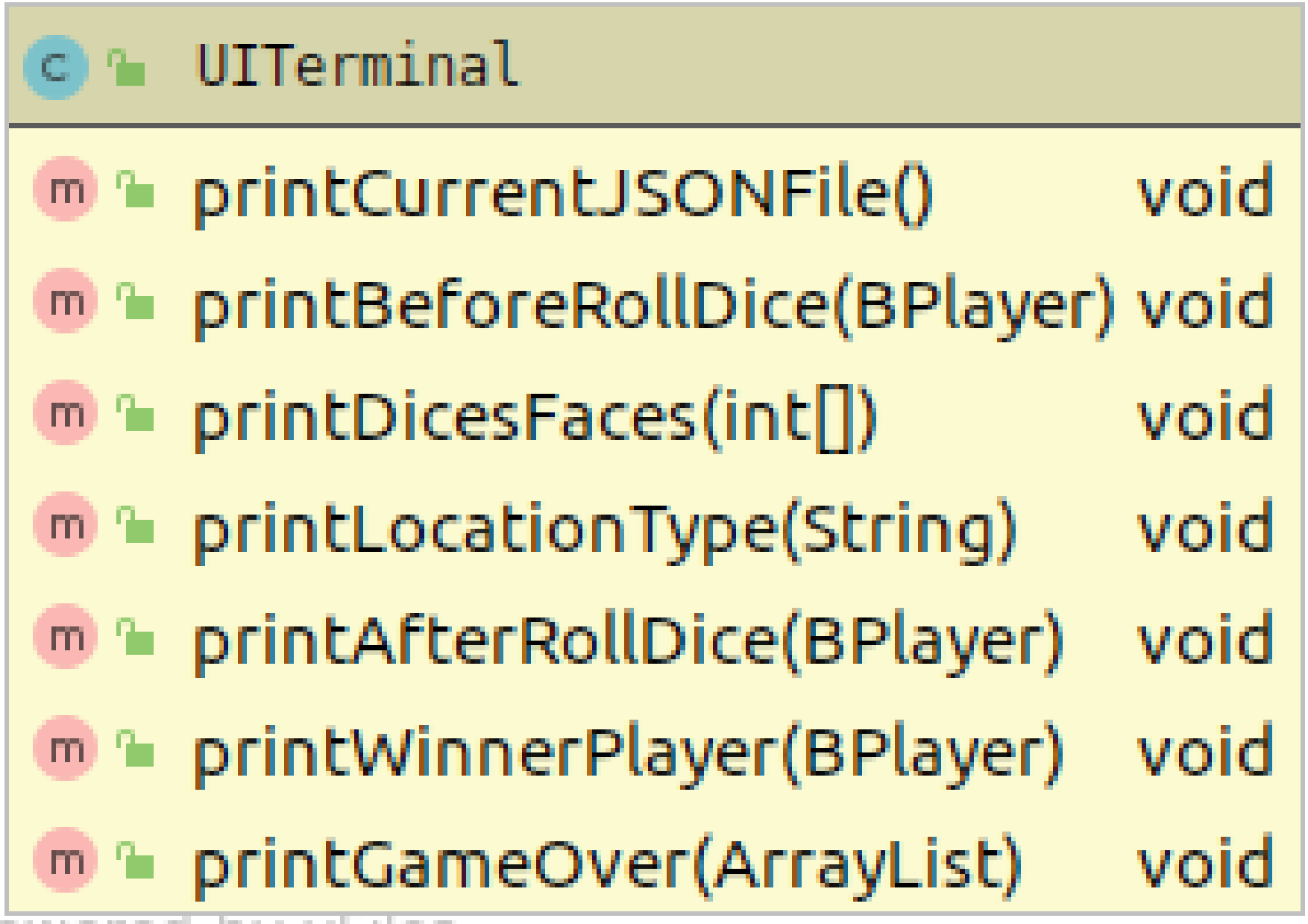
1



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