











UITerminal



  UINameOfCard String



  instance UITerminal



  UITerminal()



  getInstance() UITerminal



  printCurrentJSONFile() void



  printBeforeRollDice(BPlayer) void



  printDicesFaces(int[], BPlayer) void



  printCard(String) void



  printAfterRollDice(BPlayer, BSquare) void



  printRentProcess(String, BSquare) void

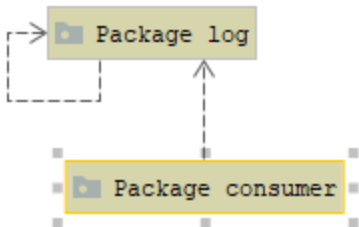
  printBuyProcess(BPlayer, BSquare) void

  printWinnerPlayer(BPlayer) void

  printGameOver(ArrayList) void

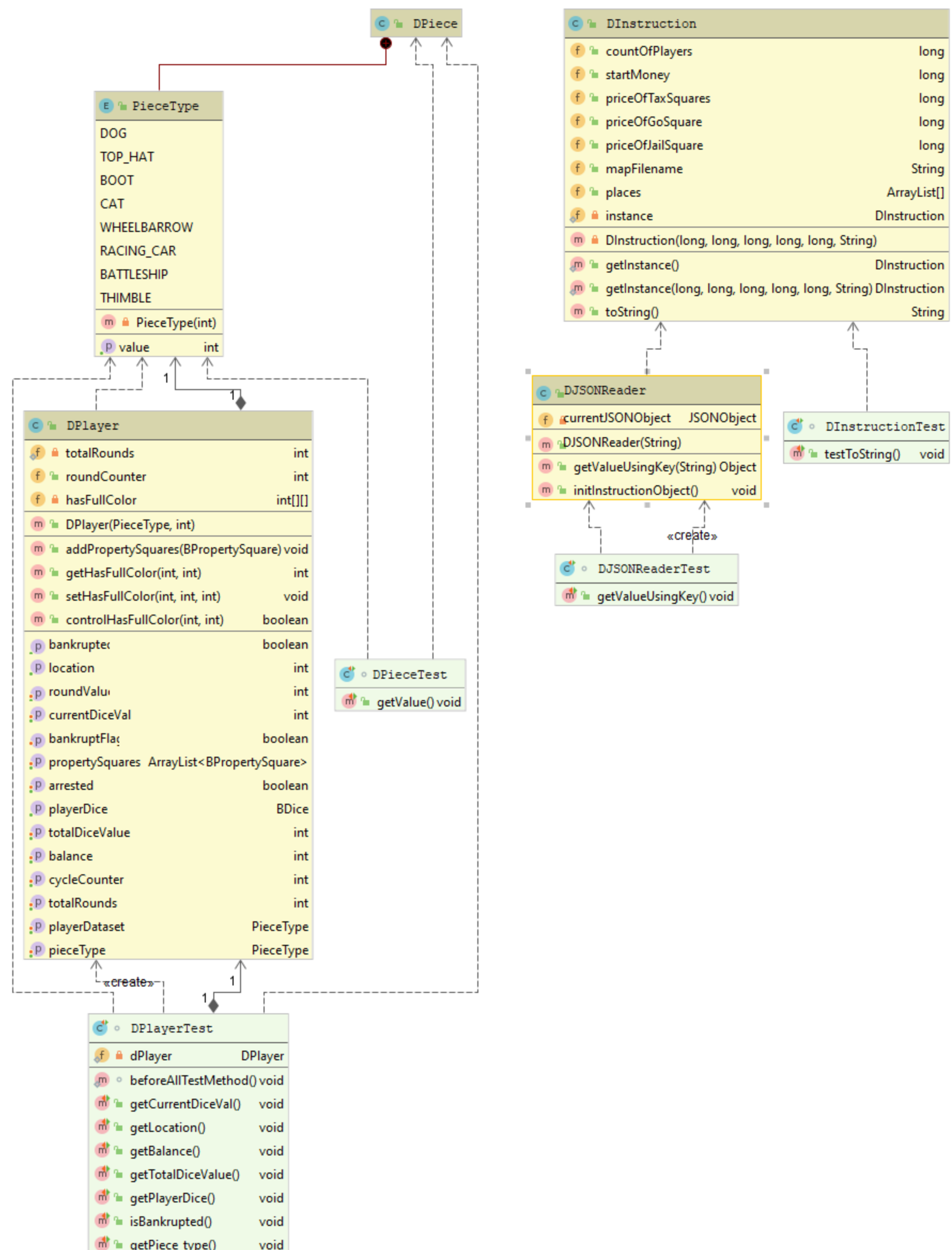
  printHouseInfo(BPlayer, BSquare) void

  printHotelInfo(BPlayer, BSquare) void



Package factory

Package config



C MonopolyGame		
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

C Terminal		
f	uiTerminal	UITerminal
m	printBeforeRollDice(BPlayer)	void
m	printDicesFaces(int[], BPlayer)	void
m	printCard(String)	void
m	printAfterRollDice(BPlayer, BSquare)	void
m	printRentProcess(String, BSquare)	void
m	printBuyProcess(BPlayer, BSquare)	void
m	printWinnerPlayer(BPlayer)	void
m	printGameOver(ArrayList)	void
m	printHouseInfo(BPlayer, BSquare)	void
m	printHotelInfo(BPlayer, BSquare)	void

C Instruction		
f	instance	CInstruction
m	getDIInstruction()	DInstruction

