

Programming Assignment 3

Problem:

It's expected to us create a Monopoly Game. Program must read the properties and cards from the JSON files and implement to the board. After the setup game continues with player commands and if any player goes bankrupt or commands end game over.

Algorithm:

First program reads and parses the JSON files and then in the Board class, game starts with setup() function and implements the datas to Square[] squares array. Program takes the player commands and in one_hand() function it's calculate the new_location and move() the player. After move, square which the player comes is executes the do_the_square() function. After one_hand program checks are there any bankrupt if it is game is end if not continues the commands.

UML Class Diagram :

