

SEQUENCE DIAGRAM

Iteration 2

=oopProject - Monopoly

monopolyGame.play()

:Player as constructor

taxSquareNumber as constructor
taxAmount

arranges :Player

creates Die

creates Board

creates Square

creates :Income Tax Square

creates Purchasable Square

creates Go To Jail Square

creates Go Square

person.playerTurn()
person.printPlayerInfo()

getDie1.toss()

getDie2.toss()

← dice1

← dice2

2incrementTurnCounter()

2payTax()

2printPlayerInfo()

getName() (abs:Square)

← name

getIndex() (abs:Square)

← index

playerTurn()

)getCycleCount

checkGameEnd

arrangePurchasableSquares()

arrangeGoSquare()

arrangeTaxSquare()

arrangeJailSquares()

2ArrangeRegularSquares()

2printSquareInfo()

2tryPurchase(2landedOn())

2printSquareInfo()

2printSquareInfo() 2printSquareInfo()

2completePurchase()