

# SEQUENCE DIAGRAM

Iteration 2

=oopProject - Monopoly

monopolyGame.play()

arranges :Player

:Player as constructor

-taxSquareNumber as constructor  
-taxAmount

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

2 incrementTurnCounter()

2 payTax()

2 printPlayerInfo()

getName() (obs: Square)

name

getIndex() (obs: Square)

index

playerTurn()

2 getCycleCount

2 checkGameEnd

arrangePurchasableSquares()

arrangeGoSquare()

arrangeTaxSquare()

arrangeJailSquares()

2 ArrangeRegularSquares()

2 tryPurchase() 2 landedOn()

2 printSquareInfo()

2 printSquareInfo()

2 printSquareInfo()

2 completePurchase()

2 printSquareInfo()