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Subject : Programming Assignment3

Problem Definition : In this assignment, from us expected to make simple board game Monopoly. We have to do this using inheritance and polymorphism.

Solution Approach : I created the game board and chance cards with information from json files. I created a superclass called People. People superclass has Banker and Player subclasses. (I used inheritance and polymorphism here.) Then I advanced the players according to the commands in the command file. According to the rules of the game I did the operations.

