



I create participant then i subclassed the banker and the 2 players. I make them static in the game so that i can access from other classes. Game class has squares and it contains all the squares except chance and community chests. I use polymorphism so that i can contain different classes in one arraylist. I make chance and Community chest in switch statement so i can access one at a time. Participants has owned lands and it can contain all the squares.