

BBM104 – PROGRAMMING ASSIGNMENT 3

PROBLEM DEFINITION

I am expected to implement a basic Monopoly game in Java programming language using Object-Oriented Programming paradigm. The software should be able to manage game flow, and IO operations.

SOLUTION APPROACH

To parse some of the input files, I used a JSON parser library. To add maintainability to the code, I have modularized my software components, and used inheritance & polymorphism. To make a distinction between the actual property, and the square on the board, I have separated Property class from the Square class.

CLASS DIAGRAMS

