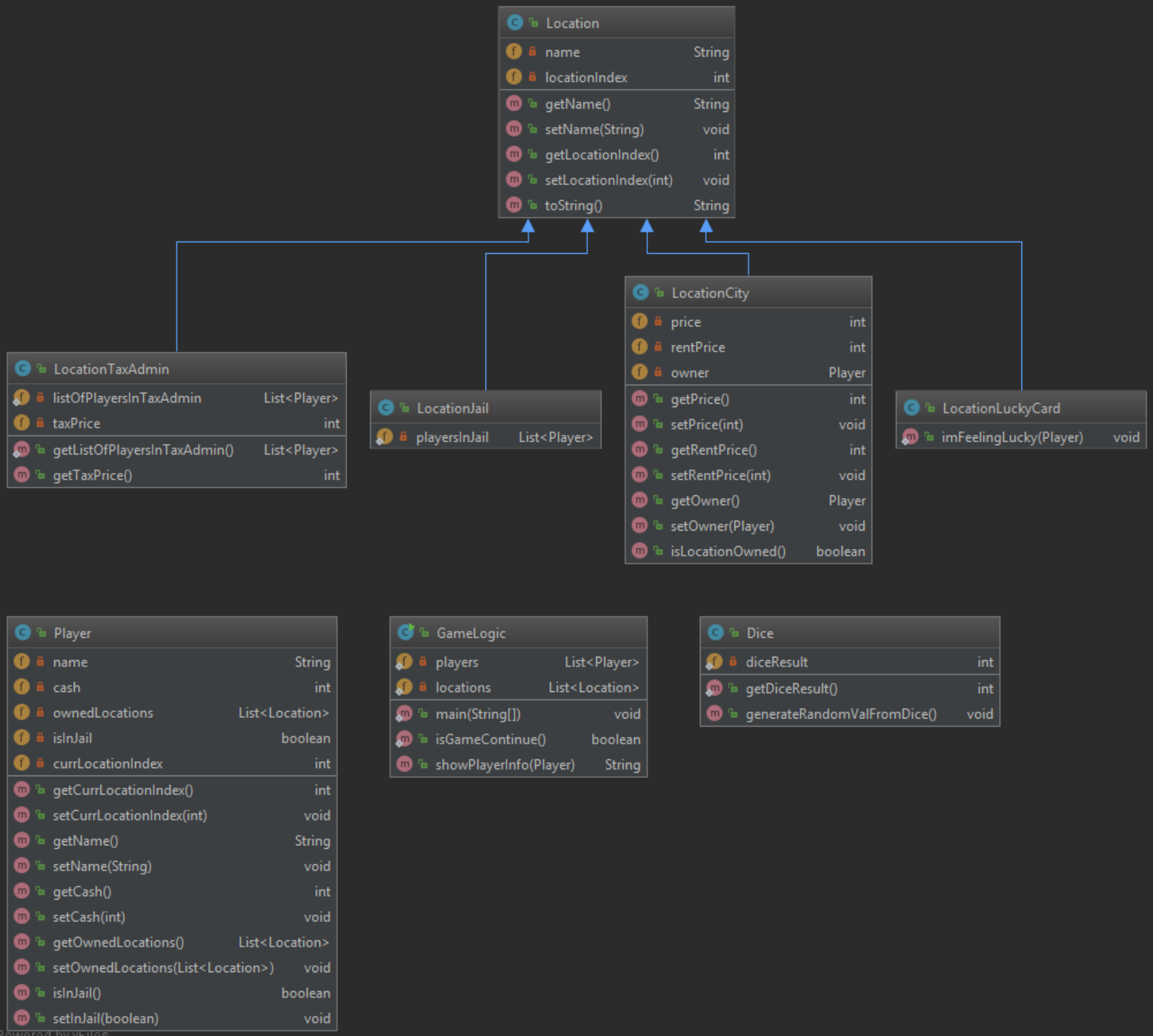
Location
name String
locationIndex int
getName() String
setName(String) void
getLocationIndex() int
setLocationIndex(int) void
toString() String
LocationTaxAdmin
listOfPlayersInTaxAdmin List<Player>
taxPrice int
getListOfPlayersInTaxAdmin() List<Player>
getTaxPrice() int
LocationJail
playersInJail List<Player>
LocationCity
price int
rentPrice int
owner Player
getPrice() int
setPrice(int) void
getRentPrice() int
setRentPrice(int) void
getOwner() Player
setOwner(Player) void
isLocationOwned() boolean
LocationLuckyCard
imFeelingLucky(Player) void
Player
name String
cash int
ownedLocations List<Location>
isInJail boolean
currLocationIndex int
getCurrLocationIndex() int
setCurrLocationIndex(int) void
getName() String
setName(String) void
getCash() int
setCash(int) void
getOwnedLocations() List<Location>
setOwnedLocations(List<Location>) void
isInJail() boolean
setInJail(boolean) void
GameLogic
players List<Player>
locations List<Location>
main(String[]) void
isGameContinue() boolean
showPlayerInfo(Player) String
Dice
diceResult int
getDiceResult() int
generateRandomValFromDice() void
Powered by yFiles