

## ***Handler***

#propertyChangeSupport : PropertyChangeSupport  
<<Property>> -game : Game

+Handler()  
+Handler(game : Game)  
+Handler(game : Game, listener : PropertyChangeListener)  
+addPropertyChangeListener(listener : PropertyChangeListener) : void  
+removePropertyChangeListener(listener : PropertyChangeListener) : void  
#firePropertyChange(propertyName : String, newValue : Object) : void  
+getPlayerLocations() : HashMap<Player, Coordinate>  
+getSquareItems() : ArrayList<Item>  
+getPlayerItems() : ArrayList<Item>  
#setGame(game : Game) : void  
+fireChanges() : void  
#getProperties() : HashMap<String, Object>



## **TurnHandler**

-counter : HashMap<Player, Integer>

+TurnHandler(game : Game, listener : PropertyChangeListener)  
+update(o : Observable, arg : Object) : void  
+isEndOfTurn() : boolean  
+endTurn(skip : boolean) : void  
+startTurn() : void  
-increaseCurrentPlayerCount() : void