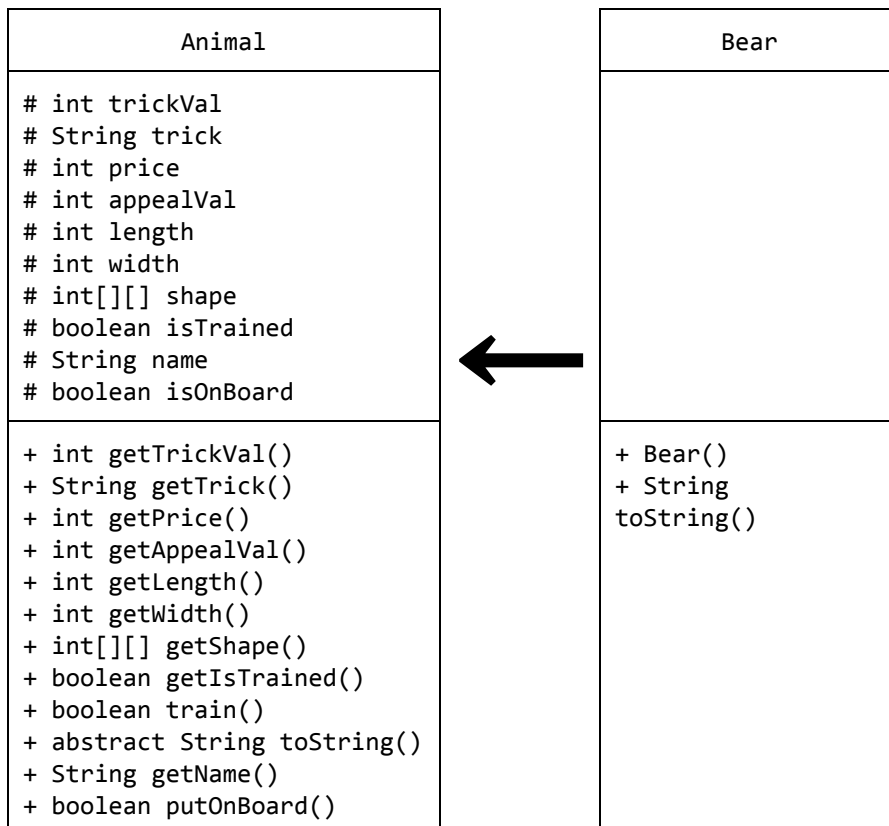
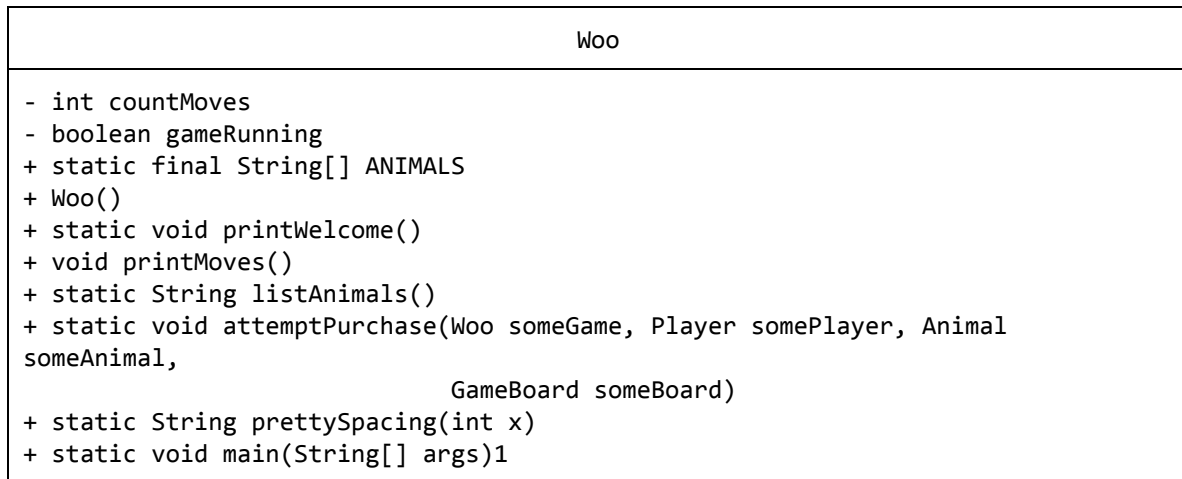


UML DIAGRAMS



+ boolean removeOffBoard() + boolean getIsOnBoard()
--



Player
<ul style="list-style-type: none">- String name- int currentFunds- int amtFame- ArrayList<Animal> ownedAnimals- ArrayList<Integer> trickVal- ArrayList<Integer> appealVal;
<ul style="list-style-type: none">+ Player(String n)+ String toString()+ String newBalance(Circus c)+ void buyAnimal(Animal someAnimal)+ String listOwnedAnimals()+ int trainAnimal(Animal someAnimal)+ ArrayList<Integer> getTrickVal()+ ArrayList<Integer> getAppealVal()+ ArrayList<Animal> getOwnedAnimals;+ String getName()

Circus
<ul style="list-style-type: none">- int amtEarned- int fameGained- int numAudience- int price
<ul style="list-style-type: none">+ Circus()+ int getAmtEarned()+ int getFameGained()+ void results(Player person)+ void setAmtEarned()+ String toString()

GameBoard
<ul style="list-style-type: none">- int[][] board- int boardSize;- ArrayList<Animal> roster- ArrayList<int[][]> rosterShapes
<ul style="list-style-type: none">+ GameBoard()

```
+ String toString()  
+ int[][] getBoard()  
+ ArrayList<Animal> getRoster()  
+ String getRoster(int i)  
+ ArrayList<int[][]> getRosterShapes()  
+ boolean addAnimal(Animal someAnimal, int x, int y)  
+ void reset()  
+ void expandBoard()
```

Updated 2017-01-20