







































	Player	
 	name	String
 	money	int
 	strategy	Strategy
 	location	Field
 	willSkip	boolean
 	Player(String, Strategy)	
 	move(int)	boolean
 	setNewLocation(int)	void
 	hashCode()	int
 	equals(Object)	boolean
 	executeTheMove()	boolean
 	executeTheMoveProperty()	boolean
 	getName()	String
 	getMoney()	int
 	getStrategy()	Strategy
 	addMoney(int)	void
 	toString()	String
 	displayCurrentBalance(Player)	void
 	displayRemainingBalance(int)	void
 	displayNewBalance(int)	void



E





















🔒

























Strategy









GREEDY









CAREFUL





















TACTICAL















 	Field	
 	name	String
 	amount	int
 	Field(String, int)	
 	hashCode()	int
 	equals(Object)	boolean
 	getName()	String
 	getAmount()	int
 	toString()	String
 	getClassName()	String











 	PropertyField	
 	owner	Player
 	playersWhoVisited	ArrayList<Player>
 	isThereHouse	boolean
 	PropertyField(String)	
 	setOwner(Player)	void
 	buildHouse()	void
 	destroyHouse()	void
 	getOwner()	Player
 	isThereHouse()	boolean
 	getPlayersWhoVisited()	ArrayList<Player>
 	getClassName()	String

 	LuckyField	
 	ID	int
 	LuckyField(int)	
 	getClassName()	String

 	ServiceField	
 	ID	int
 	ServiceField(int)	
 	getClassName()	String

 	CapitalyGame	
 	players	Set<Player>
 	eliminatedPlayers	Set<Player>
 	rollDices	ArrayList<Integer>
 	scanner	Scanner
 	main(String[])	void
 	addPlayer(Player)	void
 	addRollDice(int)	boolean
 	addFields(Field)	void
 	eliminatePlayer(Player, Set<Player>)	void

 	CyclicalBoard	
 	roundNumber	int
 	fields	Set<Field>
 	addField(Field)	boolean
 	getFields()	Set<Field>
 	getRoundNumber()	int
 	incrementRoundNumber()	void

 	ReadFile	
 	fileReader	Scanner
 	openFile(String)	boolean
 	readFile()	boolean
 	closeFile()	void