

UMUT CANLI

2200356044

HACETTEPE UNIVERSITY COMPUTER SCIENCE

ASSIGNMENT2 REPORT

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I created "Properties" class for "Land,Company and Railroad" and I used inheritance between these class (Properties <|-- Land etc.).After that,I read the "PropertyJsonReader" class using polymorphism and put them in the Hashmap<Properties>.Why i used polymorphism ? Because i wanted to use them as "Properties" class.It is more efficient and i could use them in 1 parameters(i mean like method(Properties p )or ArrayList<Properties>).Then i created "Rules" abstract class and i extend it to Player class.Because i wanted to show that "Player" had these methods inside and also i didn't want to create an object too. Then I read the commands.txt using "Read" class.After that I did all the operations using "Game" class.While i was using "Game" class ,i used "Buyandrent" class for rent or buy properties or for example player1 had to give money for player2's birthday,i checked if the player1 had enough money.if player1 hadn't enough money,he went to bankrupt.Then i wrote all the messages to output.txt using "Write" class.And also i didn't create a Banker class because the Money in circulation is always the same(player1+player2+bank=130000).So if i need to check banker's money,i calculated(130000-(player1+player2)).

