



In this assignment, I use 1 abstract base class for board. It is an abstract class because i use it to function as a base for subclasses. Then I create an abstract base class for 3 type of properties. I create this properties' objects with 'properties' reference, in this way I use polymorphisim. This 3 property has same methods and attributes but they have different rent values. I use instanceof keyword to calculate their rent values. Then I create players class. Players have properties and properties have owners so these 2 classes has a 'has a' relationship. Then I create cards class and manage them in there. I calculate rent values and owning stuff in PropertySquares class. I manage the game in process class. And I end the game with using goBankrupt method.