

PlayerController.java

```
93     public boolean handleInsufficientFunds(Player player, int amount,
Decorator decorator) {
94         String[] msg1 = new String[]{"YouMustPawnTrade"};
95         String[] msg2 = new String[]{"TradeOrNot"};
96         String[] opt0 = new String[]{"Trade", "Cancel"};
97         while(player.getAccount().getBalance() < amount){
98             String[] msg0 = new String[]{"NotEnoughMoneyYouNeed"+
Integer.toString(amount)};
99             decorator.showMessage(StringTools.add(msg0, msg1));
100             if(decorator.getUserButtonPressed(msg2, opt0) == 0){
101                 tradeController.trade(player, decorator, this);
102             }
103             else{
104                 break;
105             }
106             decorator.updatePlayer(player);
107         }
108         return player.getAccount().getBalance() > amount;
```