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| --- |
|  |
| // buy a building |
|  | void Game::buy(Building \* buy) { |
|  | cout << endl; |
|  | string read; |
|  | cout << "Do you want to buy " << buy->getName() << " for $" << buy->getPrice() << "?" << endl; |
|  | cout << "(yes/no/assets/mortgage <property>/trade <name> <give> <receive>)" << endl; |
|  | cin >> read; |
|  |  |
|  | // calls commands if not yes or no |
|  | while (((read == "yes") && (players[turn]->getMoney() < buy->getPrice())) || ((read != "yes") && (read != "no"))) { |
|  | if (read == "assets") { |
|  | assets(); |
|  | } else if (read == "mortgage") { |
|  | controller->mortgage(); |
|  | } else if (read == "trade") { |
|  | controller->trade(); |
|  | } else if (players[turn]->getMoney() < buy->getPrice()) { |
|  | cout << endl << "I'm sorry, you don't have enough money to buy this property." << endl; |
|  | cout << "You may mortgage or trade to try and buy it." << endl; |
|  | } else { |
|  | cout << endl << "I'm sorry I don't understand what you just said." << endl; |
|  | } |
|  | cout << endl << "Do you want to buy " << buy->getName() << " for $" << buy->getPrice() << "?" << endl; |
|  | cout << "(yes/no/assets/mortgage <property>/trade <name> <give> <receive>)" << endl; |
|  | cin >> read; |
|  | } |
|  |  |
|  | // yes or no |
|  | if (read == "yes") { |
|  | players[turn]->pay(buy->getPrice()); |
|  | players[turn]->buy(buy); |
|  | buy->setPlayer(players[turn]); |
|  | cout << endl << "Congratulations! You now own " << buy->getName() << "!" << endl; |
|  | } else { |
|  | auction(buy->getName()); |
|  | } |
|  | } |
|  |  |