Set this.prop to propArr

Set this.play to playArr

Initialise thePlayer to position turnCounter in playArr

layout

Call method boardFrame.setDefaultCloseOperation with EXIT\_ON\_CLOSE

Call method boardFrame.setResizable with false

Call method boardFrame.setLocation with 700, 0

Call method boardFrame.setSize with 351, 728

Call method boardFrame.setBackground with Color.WHITE

Call method setTitle with "Board"

Call method getContentPane

Call method setLocation with 0, 0

Call method pack

setExtendedState(Frame.MAXIMIZED\_BOTH);

Call method setVisible with true

Call method setSize with 700, 729

Call method setResizable with false

Call method setLayout

Create new JPanel

Call method boardFrame.add with stats

Call method stats.setOpaque with false

Call method front.setOpaque with false

Initialise brd to Board.class.getResource with "/pieces/boardrotate.jpg"

Create new JLabel

Call method add with background

Call method background.setLayout

if not applicable grey out buttons

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Call method rolling.setBackground

Call method buying.setBackground

Call method mortgage.setBackground

Call method unmortgage.setBackground

Call method improve.setBackground

Call method sell.setBackground

Call method trade.setBackground

Call method ending.setBackground

Call method hmenu.setBackground

Call method mmenu.setBackground

dice, cards, and token images

Create new JLabel

Create new JLabel

Create new JLabel

where images are stored

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Create new JButton

Call method dicez.add with die1

Call method dice2thereckoning.add with die2

Call method rolling.addActionListener

Call method buying.addActionListener

Call method mortgage.addActionListener

Call method unmortgage.addActionListener

Call method improve.addActionListener

Call method sell.addActionListener

Call method trade.addActionListener

Call method ending.addActionListener

Call method mmenu.addActionListener

Call method hmenu.addActionListener

Call method tdbtn.addActionListener

Call method token1.addActionListener

Call method token2.addActionListener

Call method token3.addActionListener

Call method token4.addActionListener

Call method token5.addActionListener

Call method token6.addActionListener

Call method token7.addActionListener

Call method token8.addActionListener

Call method background.add with token1

Call method background.add with token2

Call method background.add with token3

Call method background.add with token4

Call method background.add with token5

Call method background.add with token6

Call method background.add with token7

Call method background.add with token8

Call method background.add with front

Call method background.add with tdbtn

Call method background.add with dicez

Call method background.add with dice2thereckoning

Call method stats.setBounds with 60, 0, 300...

Call method front.setBounds with 120, 369, 450...

Call method front.setBorder

Call method dicez.setBorder

Call method tdbtn.setBorder

Call method chabtn.setBorder

Call method plbtn.setBorder

Call method statusbtn.setBorder

Call method dice2thereckoning.setBorder

Call method token1.setBorder

Call method token2.setBorder

Call method token3.setBorder

Call method token4.setBorder

Call method token5.setBorder

Call method token6.setBorder

Call method token7.setBorder

Call method token8.setBorder

Call method token1.setBounds with position in x, position in y, 50...

Call method token2.setBounds with position in x, position in y, 50...

Call method token3.setBounds with position in x, position in y, 50...

Call method token4.setBounds with position in x, position in y, 50...

Call method token5.setBounds with position in x, position in y, 50...

Call method token6.setBounds with position in x, position in y, 50...

Call method token7.setBounds with position in x, position in y, 50...

Call method token8.setBounds with position in x, position in y, 50...

Call method dicez.setBounds with 259, 266, 50...

Call method dice2thereckoning.setBounds with 309, 266, 50...

Call method tdbtn.setBounds with 98, 98, 155...

Call method plbtn.setBounds with 0, 10, 100...

Call method chabtn.setBounds with 230, 170, 50...

Call method front.add with rolling

Call method front.add with buying

Call method front.add with mortgage

Call method front.add with unmortgage

Call method front.add with improve

Call method front.add with sell

Call method front.add with trade

Call method front.add with ending

Call method front.add with hmenu

Call method front.add with mmenu

Call method stats.add with plbtn

Call method stats.add with statusbtn

Call method tdbtn.add with tdimg

Call method chabtn.add with chanceimg

Call method stats.add with chabtn

nope totally not buttons

Call method token1.setFocusPainted with false

Call method token1.setContentAreaFilled with false

Call method token2.setOpaque with false

Call method token2.setFocusPainted with false

Call method token2.setContentAreaFilled with false

Call method token3.setOpaque with false

Call method token3.setFocusPainted with false

Call method token3.setContentAreaFilled with false

Call method token4.setOpaque with false

Call method token4.setFocusPainted with false

Call method token4.setContentAreaFilled with false

Call method token5.setOpaque with false

Call method token5.setFocusPainted with false

Call method token5.setContentAreaFilled with false

Call method token6.setOpaque with false

Call method token6.setFocusPainted with false

Call method token6.setContentAreaFilled with false

Call method token7.setOpaque with false

Call method token7.setFocusPainted with false

Call method token7.setContentAreaFilled with false

Call method token8.setOpaque with false

Call method token8.setFocusPainted with false

Call method token8.setContentAreaFilled with false

Call method dicez.setOpaque with false

Call method dice2thereckoning.setOpaque with false

Call method dicez.setFocusPainted with false

Call method dicez.setContentAreaFilled with false

Call method dice2thereckoning.setContentAreaFilled with false

Call method dice2thereckoning.setFocusPainted with false

Call method tdbtn.setContentAreaFilled with false

Call method plbtn.setFocusPainted with false

Call method plbtn.setContentAreaFilled with false

Call method plbtn.setOpaque with false

Call method statusbtn.setFocusPainted with false

Call method statusbtn.setContentAreaFilled with false

Call method statusbtn.setOpaque with false

Call method rolling.setEnabled with true

Call method buying.setEnabled with false

Call method mortgage.setEnabled with true

Call method improve.setEnabled with true

Call method unmortgage.setEnabled with true

Call method sell.setEnabled with false

Call method trade.setEnabled with false

Call method ending.setEnabled with false

debugging, finding x,y positions on the board for every click

Call method setSize with 701, 728

Initialise thePlayer to position turnCounter in play

If e.getSource is equal to rolling

start turn

Call method buying.setEnabled with false

Call method mortgage.setEnabled with true

Call method improve.setEnabled with true

Call method sell.setEnabled with true

Call method trade.setEnabled with true

Call method unmortgage.setEnabled with true

Call method ending.setEnabled with false

Set tdowned to ""

Set tdmort to ""

Set td to 0

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdmort += (prop[i].getName()+" - "+play[prop[i].getMortgaged()-1].getName()+"<br/>");

Td++;

EndIf

EndFor

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdowned += (prop[i].getName()+" - "+play[prop[i].getOwner()-1].getName()+"<br/>");

Td++;

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

checks for owned properties and outputs to stats jFrame

Set Prev to thePlayer.getPosition

Create new Dice

Set dice1 to theDice.getDie1

Set dice2 to theDice.getDie2

Call method thePlayer.setPosition with ( Prev plus dice1 plus dice2 ) modulus 40

If j is equal to 0

EndIf

Call method theTurn.TurnAction with prop, play, Prev...

Set j to theTurn.getTjail

Set chaimg to theTurn.getChaimg

If Prev 10

Call method thePlayer.setPosition with 12

If thePlayer.getPosition is greater than 39

Call method thePlayer.setPosition with 0

EndIf

EndIf

If thePlayer.getPosition is equal to 31

Call method thePlayer.setPosition with 11

EndIf

Initialise diw1 to Board.class.getResource with "/pieces/images/Dice" plus dice1 plus ".png"

Initialise diw2 to Board.class.getResource with "/pieces/images/Dice" plus dice2 plus ".png"

Call method dicez.setIcon

Call method dice2thereckoning.setIcon

Initialise td1 to Board.class.getResource with "/cards/images/" plus position in prop

If td1 is not equal to null

Call method tdbtn.setIcon

EndIf

If turnCounter is equal to 0

Call method token1.setBounds with position in x, position in y, 50...

Initialise tok1 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token1.setIcon

EndIf

If turnCounter is equal to 1

Call method token2.setBounds with position in x, position in y, 50...

Initialise tok2 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token2.setIcon

EndIf

If turnCounter is equal to 2

Call method token3.setBounds with position in x, position in y, 50...

Initialise tok3 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token3.setIcon

EndIf

If turnCounter is equal to 3

Call method token4.setBounds with position in x, position in y, 50...

Initialise tok4 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token4.setIcon

EndIf

If turnCounter is equal to 4

Call method token5.setBounds with position in x, position in y, 50...

Initialise tok5 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token5.setIcon

EndIf

If turnCounter is equal to 5

Call method token6.setBounds with position in x, position in y, 50...

Initialise tok6 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token6.setIcon

EndIf

If turnCounter is equal to 6

Call method token7.setBounds with position in x, position in y, 50...

Initialise tok7 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token7.setIcon

EndIf

If turnCounter is equal to 7

Call method token8.setBounds with position in x, position in y, 50...

Initialise tok8 to Board.class.getResource with "/pieces/images/" plus position turnCounter in play

Call method token8.setIcon

EndIf

Call method chabtn.setIcon

Set Prev to thePlayer.getPosition

Call method thePlayer.setPosition with Prev

Call method theTurn.setPrev with Prev

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

Call method statusbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">" plus theTurn.getStatustxt plus "</div></html>"

If position in prop

If thePlayer.getBalance is greater than or equal to position in prop

Call method buying.setEnabled with true

EndIf

EndIf

if (prop[thePlayer.getPosition()].getPurchaseAllowed() != false){

If thePlayer.getBalance is less than position in prop

Call method mortgage.setEnabled with false

Call method statusbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">You do not have enough funds to mortgage this space.</div></html>"

EndIf

EndIf

If position in prop

If thePlayer.getPlayerNumber is not equal to position in prop

If position in prop

Create new Rent

Call method statusbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">" plus theRent.getRenttxt plus "</div></html>"

EndIf

EndIf

EndIf

Call method ending.setEnabled with true

If thePlayer.getBalance is less than or equal to 0

Call method statusbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Game Over.</div></html>"

Call method rolling.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with true

Call method improve.setEnabled with true

Call method sell.setEnabled with true

Call method trade.setEnabled with true

Call method unmortgage.setEnabled with true

EndIf

EndIf

If e.getSource is equal to buying

Call method rolling.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with false

If thePlayer.getOwner is equal to true

Call method mortgage.setEnabled with true

Call method improve.setEnabled with true

EndIf

Call method ending.setEnabled with true

Call method Purchase with thePlayer, position in prop, thePlayer.getBalance

Set tdowned to ""

Set td to 0

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdowned += (prop[i].getName()+" - "+play[prop[i].getOwner()-1].getName()+"<br/>");

Td++;

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

If e.getSource is equal to mortgage

Call method rolling.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with true

Call method improve.setEnabled with true

Call method sell.setEnabled with true

Call method trade.setEnabled with true

Call method unmortgage.setEnabled with true

Call method ending.setEnabled with true

Initialise mortProp to null

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

If input is equal to "Germania Inferior"

Set mortProp to position 0 in prop

Else if input is equal to "Germania Superior"

Set mortProp to position 3 in prop

Else if input is equal to "Via Appia"

Set mortProp to position 5 in prop

Else if input is equal to "Alps Poeniae"

Set mortProp to position 6 in prop

Else if input is equal to "Alps Cottiae"

Set mortProp to position 8 in prop

Else if input is equal to "Alps Maritimae"

Set mortProp to position 9 in prop

Else if input is equal to "Aquitanina"

Set mortProp to position 12 in prop

Else if input is equal to "Sewers"

Set mortProp to position 13 in prop

Else if input is equal to "Belgica"

Set mortProp to position 14 in prop

Else if input is equal to "Raetia"

Set mortProp to position 15 in prop

Else if input is equal to "Via Flaminia"

Set mortProp to position 16 in prop

Else if input is equal to "Africa Proconsularis"

Set mortProp to position 17 in prop

Else if input is equal to "Asia"

Set mortProp to position 19 in prop

Else if input is equal to "Britannia"

Set mortProp to position 20 in prop

Else if input is equal to "Cilicia"

Set mortProp to position 22 in prop

Else if input is equal to "Galatia"

Set mortProp to position 24 in prop

Else if input is equal to "Cappadocia"

Set mortProp to position 25 in prop

Else if input is equal to "Via Aemilia"

Set mortProp to position 26 in prop

Else if input is equal to "Aegyptus"

Set mortProp to position 27 in prop

Else if input is equal to "Arabia Petraea"

Set mortProp to position 28 in prop

Else if input is equal to "Aquaducts"

Set mortProp to position 29 in prop

Else if input is equal to "Syria"

Set mortProp to position 30 in prop

Else if input is equal to "Macedonia"

Set mortProp to position 32 in prop

Else if input is equal to "Epirus"

Set mortProp to position 33 in prop

Else if input is equal to "Achaia"

Set mortProp to position 35 in prop

Else if input is equal to "Via Popilia"

Set mortProp to position 36 in prop

Else if input is equal to "Sicilia"

Set mortProp to position 36 in prop

Else if input is equal to "Italia"

Set mortProp to position 36 in prop

EndIf

Call method Mortgage with thePlayer, mortProp

For i is 0, i is less than prop.length, i increments by 1

Initialise mortgage to null

If position i in prop

Set mortgage to position i in prop

Tdmort += mortgage.getName();

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

If e.getSource is equal to hmenu

user guide

EndIf

If e.getSource is equal to mmenu

Call method System.exit with 0

EndIf

If e.getSource is equal to unmortgage

Call method rolling.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with false

Call method ending.setEnabled with true

Initialise unmortProp to null

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

If input is equal to "Germania Inferior"

Set unmortProp to position 0 in prop

Else if input is equal to "Germania Superior"

Set unmortProp to position 3 in prop

Else if input is equal to "Via Appia"

Set unmortProp to position 5 in prop

Else if input is equal to "Alps Poeniae"

Set unmortProp to position 6 in prop

Else if input is equal to "Alps Cottiae"

Set unmortProp to position 8 in prop

Else if input is equal to "Alps Maritimae"

Set unmortProp to position 9 in prop

Else if input is equal to "Aquitanina"

Set unmortProp to position 12 in prop

Else if input is equal to "Sewers"

Set unmortProp to position 13 in prop

Else if input is equal to "Belgica"

Set unmortProp to position 14 in prop

Else if input is equal to "Raetia"

Set unmortProp to position 15 in prop

Else if input is equal to "Via Flaminia"

Set unmortProp to position 16 in prop

Else if input is equal to "Africa Proconsularis"

Set unmortProp to position 17 in prop

Else if input is equal to "Asia"

Set unmortProp to position 19 in prop

Else if input is equal to "Britannia"

Set unmortProp to position 20 in prop

Else if input is equal to "Cilicia"

Set unmortProp to position 22 in prop

Else if input is equal to "Galatia"

Set unmortProp to position 24 in prop

Else if input is equal to "Cappadocia"

Set unmortProp to position 25 in prop

Else if input is equal to "Via Aemilia"

Set unmortProp to position 26 in prop

Else if input is equal to "Aegyptus"

Set unmortProp to position 27 in prop

Else if input is equal to "Arabia Petraea"

Set unmortProp to position 28 in prop

Else if input is equal to "Aquaducts"

Set unmortProp to position 29 in prop

Else if input is equal to "Syria"

Set unmortProp to position 30 in prop

Else if input is equal to "Macedonia"

Set unmortProp to position 32 in prop

Else if input is equal to "Epirus"

Set unmortProp to position 33 in prop

Else if input is equal to "Achaia"

Set unmortProp to position 35 in prop

Else if input is equal to "Via Popilia"

Set unmortProp to position 36 in prop

Else if input is equal to "Sicilia"

Set unmortProp to position 36 in prop

Else if input is equal to "Italia"

Set unmortProp to position 36 in prop

EndIf

Call method Unmortgage with thePlayer, unmortProp

For i is 0, i is less than prop.length, i increments by 1

Initialise mortProp to null

If position i in prop

Set mortProp to position i in prop

Tdmort += mortProp.getName();

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

If e.getSource is equal to improve

Initialise improveProp to null

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

If input is equal to "Germania Inferior"

Set improveProp to position 0 in prop

Else if input is equal to "Germania Superior"

Set improveProp to position 3 in prop

Else if input is equal to "Via Appia"

Set improveProp to position 5 in prop

Else if input is equal to "Alps Poeniae"

Set improveProp to position 6 in prop

Else if input is equal to "Alps Cottiae"

Set improveProp to position 8 in prop

Else if input is equal to "Alps Maritimae"

Set improveProp to position 9 in prop

Else if input is equal to "Aquitanina"

Set improveProp to position 12 in prop

Else if input is equal to "Sewers"

Set improveProp to position 13 in prop

Else if input is equal to "Belgica"

Set improveProp to position 14 in prop

Else if input is equal to "Raetia"

Set improveProp to position 15 in prop

Else if input is equal to "Via Flaminia"

Set improveProp to position 16 in prop

Else if input is equal to "Africa Proconsularis"

Set improveProp to position 17 in prop

Else if input is equal to "Asia"

Set improveProp to position 19 in prop

Else if input is equal to "Britannia"

Set improveProp to position 20 in prop

Else if input is equal to "Cilicia"

Set improveProp to position 22 in prop

Else if input is equal to "Galatia"

Set improveProp to position 24 in prop

Else if input is equal to "Cappadocia"

Set improveProp to position 25 in prop

Else if input is equal to "Via Aemilia"

Set improveProp to position 26 in prop

Else if input is equal to "Aegyptus"

Set improveProp to position 27 in prop

Else if input is equal to "Arabia Petraea"

Set improveProp to position 28 in prop

Else if input is equal to "Aquaducts"

Set improveProp to position 29 in prop

Else if input is equal to "Syria"

Set improveProp to position 30 in prop

Else if input is equal to "Macedonia"

Set improveProp to position 32 in prop

Else if input is equal to "Epirus"

Set improveProp to position 33 in prop

Else if input is equal to "Achaia"

Set improveProp to position 35 in prop

Else if input is equal to "Via Popilia"

Set improveProp to position 36 in prop

Else if input is equal to "Sicilia"

Set improveProp to position 36 in prop

Else if input is equal to "Italia"

Set improveProp to position 36 in prop

EndIf

Call method Improvements with thePlayer, improveProp, play...

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Set improveProp to position i in prop

PrintVillas += improveProp.getName() + " has " + improveProp.getVillas() + " Villas and " + improveProp.getPantheons() + " Pantheons.";

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

If e.getSource is equal to sell

Call method rolling.setEnabled with true

Call method ending.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with false

Call method sell.setEnabled with true

Initialise buyCounter to 0

Initialise buyProp to null

Initialise secondPlayer to null

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

If input is equal to "Germania Inferior"

Set buyProp to position 0 in prop

Else if input is equal to "Germania Superior"

Set buyProp to position 3 in prop

Else if input is equal to "Via Appia"

Set buyProp to position 5 in prop

Else if input is equal to "Alps Poeniae"

Set buyProp to position 6 in prop

Else if input is equal to "Alps Cottiae"

Set buyProp to position 8 in prop

Else if input is equal to "Alps Maritimae"

Set buyProp to position 9 in prop

Else if input is equal to "Aquitanina"

Set buyProp to position 12 in prop

Else if input is equal to "Sewers"

Set buyProp to position 13 in prop

Else if input is equal to "Belgica"

Set buyProp to position 14 in prop

Else if input is equal to "Raetia"

Set buyProp to position 15 in prop

Else if input is equal to "Via Flaminia"

Set buyProp to position 16 in prop

Else if input is equal to "Africa Proconsularis"

Set buyProp to position 17 in prop

Else if input is equal to "Asia"

Set buyProp to position 19 in prop

Else if input is equal to "Britannia"

Set buyProp to position 20 in prop

Else if input is equal to "Cilicia"

Set buyProp to position 22 in prop

Else if input is equal to "Galatia"

Set buyProp to position 24 in prop

Else if input is equal to "Cappadocia"

Set buyProp to position 25 in prop

Else if input is equal to "Via Aemilia"

Set buyProp to position 26 in prop

Else if input is equal to "Aegyptus"

Set buyProp to position 27 in prop

Else if input is equal to "Arabia Petraea"

Set buyProp to position 28 in prop

Else if input is equal to "Aquaducts"

Set buyProp to position 29 in prop

Else if input is equal to "Syria"

Set buyProp to position 30 in prop

Else if input is equal to "Macedonia"

Set buyProp to position 32 in prop

Else if input is equal to "Epirus"

Set buyProp to position 33 in prop

Else if input is equal to "Achaia"

Set buyProp to position 35 in prop

Else if input is equal to "Via Popilia"

Set buyProp to position 36 in prop

Else if input is equal to "Sicilia"

Set buyProp to position 36 in prop

Else if input is equal to "Italia"

Set buyProp to position 36 in prop

EndIf

Initialise ownerNumber to buyProp.getOwner

Call method Buy with thePlayer, secondPlayer, play...

If e.getSource is equal to sell

Set buyCounter to 1

EndIf

If buyCounter is equal to 1

Set buyCounter to 0

Call method buyProp.setOwner with thePlayer.getPlayerNumber

Initialise newPlayerBalance to thePlayer.getBalance minus buyProp.getCost

Initialise newSecondPlayerBalance to secondPlayer.getBalance plus buyProp.getCost

Call method thePlayer.setBalance with newPlayerBalance

Call method secondPlayer.setBalance with newSecondPlayerBalance

Call method thePlayer.setOwner with true

For k is 0, k is less than prop.length, k increments by 1

If secondPlayer.getPlayerNumber is equal to position k in prop

Call method secondPlayer.setOwner with true

break;

Else

Call method secondPlayer.setOwner with false

EndIf

EndFor

EndIf

For j is 0, j is less than play.length, j increments by 1

If ownerNumber is equal to position j in play

Set secondPlayer to position j in play

EndIf

EndFor

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdowned += prop[i].getName();

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

If e.getSource is equal to trade

Call method rolling.setEnabled with true

Call method ending.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with false

Call method sell.setEnabled with true

Initialise tradeCounter to 0

Initialise tradeProp to null

Initialise secondPlayer to null

Initialise tradeFor to null

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

If input is equal to "Germania Inferior"

Set tradeProp to position 0 in prop

Else if input is equal to "Germania Superior"

Set tradeProp to position 3 in prop

Else if input is equal to "Via Appia"

Set tradeProp to position 5 in prop

Else if input is equal to "Alps Poeniae"

Set tradeProp to position 6 in prop

Else if input is equal to "Alps Cottiae"

Set tradeProp to position 8 in prop

Else if input is equal to "Alps Maritimae"

Set tradeProp to position 9 in prop

Else if input is equal to "Aquitanina"

Set tradeProp to position 12 in prop

Else if input is equal to "Sewers"

Set tradeProp to position 13 in prop

Else if input is equal to "Belgica"

Set tradeProp to position 14 in prop

Else if input is equal to "Raetia"

Set tradeProp to position 15 in prop

Else if input is equal to "Via Flaminia"

Set tradeProp to position 16 in prop

Else if input is equal to "Africa Proconsularis"

Set tradeProp to position 17 in prop

Else if input is equal to "Asia"

Set tradeProp to position 19 in prop

Else if input is equal to "Britannia"

Set tradeProp to position 20 in prop

Else if input is equal to "Cilicia"

Set tradeProp to position 22 in prop

Else if input is equal to "Galatia"

Set tradeProp to position 24 in prop

Else if input is equal to "Cappadocia"

Set tradeProp to position 25 in prop

Else if input is equal to "Via Aemilia"

Set tradeProp to position 26 in prop

Else if input is equal to "Aegyptus"

Set tradeProp to position 27 in prop

Else if input is equal to "Arabia Petraea"

Set tradeProp to position 28 in prop

Else if input is equal to "Aquaducts"

Set tradeProp to position 29 in prop

Else if input is equal to "Syria"

Set tradeProp to position 30 in prop

Else if input is equal to "Macedonia"

Set tradeProp to position 32 in prop

Else if input is equal to "Epirus"

Set tradeProp to position 33 in prop

Else if input is equal to "Achaia"

Set tradeProp to position 35 in prop

Else if input is equal to "Via Popilia"

Set tradeProp to position 36 in prop

Else if input is equal to "Sicilia"

Set tradeProp to position 36 in prop

Else if input is equal to "Italia"

Set tradeProp to position 36 in prop

EndIf

Call method Trade with thePlayer, secondPlayer, play...

If e.getSource is equal to trade

Set tradeCounter to 1

EndIf

If tradeCounter is equal to 1

Set tradeCounter to 0

Call method tradeProp.setOwner with secondPlayer.getPlayerNumber

Call method tradeFor.setOwner with thePlayer.getPlayerNumber

Call method thePlayer.setOwner with true

EndIf

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdowned += prop[i].getName();

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

If e.getSource is equal to ending

here it goes again

Call method ending.setEnabled with false

Call method buying.setEnabled with false

Call method mortgage.setEnabled with false

If thePlayer.getOwner is equal to true

Call method mortgage.setEnabled with true

Call method improve.setEnabled with true

EndIf

Call method tdbtn.setIcon

Call method chabtn.setIcon

Call method statusbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\"></div></html>"

If turnCounter

TurnCounter++;

Else

Set turnCounter to 0

EndIf

Set tdowned to ""

Set tdmort to ""

Set td to 0

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdmort += (prop[i].getName()+" - "+play[prop[i].getMortgaged()-1].getName()+"<br/>");

Td++;

EndIf

EndFor

For i is 0, i is less than prop.length, i increments by 1

If position i in prop

Tdowned += (prop[i].getName()+" - "+play[prop[i].getOwner()-1].getName()+"<br/>");

Td++;

EndIf

EndFor

Call method plbtn.setText with "<html><div style=\"color: black; font-family: verdana; width: 267px; font-size: 11pt; padding-left: 10px;\">Player: " plus thePlayer.getName plus "<br/>" plus "Balance: " plus thePlayer.getBalance plus " denarius <br/>Space: " plus position in prop

EndIf

Return this.turnCounter