Set this.currentPlayer to play1

Set this.secondPlayer to play2

Set this.currentProperty to prop

Set this.pa to propArr

If prop.getOwner is equal to 0

EndIf

If prop.getOwner is not equal to 0

If prop.getOwner is equal to play1.getPlayerNumber

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

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

If position i in pa

Set secondProperty to position i in pa

EndIf

EndFor

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

If position j in pla

Set secondPlayer to position j in pla

EndIf

EndFor

If secondProperty.getOwner is equal to 0

Call method setTitle with "Trade"

Call method setSize with 200, 250

Call method setLocation with 255, 290

Call method setDefaultCloseOperation with DISPOSE\_ON\_CLOSE

Call method setVisible with true

Call method setLayout

Create new JPanel

Call method front.setLayout

Call method add with front, BorderLayout.CENTER

Set statustxt to "This property is not owned. You cannot trade for it"

Set button1 to "<u>C</u>lose"

Create new JButton

Create new JLabel

Call method close.setBackground

Call method front.add with status

Call method front.add with close

Call method status.setBounds with 20, 0, 150...

Call method close.setBounds with 20, 60, 150...

Call method close.addActionListener

Else

Call method setTitle with "Improvements"

Call method setSize with 200, 250

Call method setLocation with 255, 290

Call method setDefaultCloseOperation with DISPOSE\_ON\_CLOSE

Call method setVisible with true

Call method setLayout

Create new JPanel

Call method front.setLayout

Call method add with front, BorderLayout.CENTER

Set statustxt to "Player " plus currentPlayer plus " would like to buy " plus currentProperty.getName plus " from" plus secondPlayer.getName plus " if " plus secondPlayer plus " would like to sell for " plus currentProperty.getCost plus " press Sell on the MainBoard"

;

Set button1 to "<u>C</u>lose"

Create new JButton

Create new JLabel

Call method close.setBackground

Call method front.add with status

Call method front.add with close

Call method status.setBounds with 20, 0, 150...

Call method close.setBounds with 20, 60, 150...

Call method close.addActionListener

EndIf

Call method repaint

EndIf

EndIf

If e.getSource is equal to close

Call method dispose