Set this.currentPlayer to play

Set this.currentProperty to prop

If play.getPlayerNumber is not equal to prop.getOwner

Call method setTitle with "Mortgage"

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 "You do not own this property"

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

Call method repaint

Else if currentProperty.getVillas is greater than 0 or currentProperty.getPantheons is greater than 0

Call method setTitle with "Mortgage"

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 currentProperty.getName plus " has Villas or Pantheons, you cannot mortgage 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

Call method repaint

Else if currentProperty.getMortgaged is not equal to 0

Call method setTitle with "Mortgage"

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 currentProperty.getName plus " is already mortgaged"

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

Call method repaint

Else

Initialise newBalance to currentPlayer.getBalance minus currentProperty.getMortgage

Call method currentPlayer.setBalance with newBalance

Call method currentProperty.setMortgaged with currentPlayer.getPlayerNumber

Call method dispose

EndIf

If e.getSource is equal to close

Call method dispose