Set this.statustxt to statustxt

Initialise playerNumber to counter

Int ownerNumber;

Players currentPlayer;

Players ownerPlayer;

Properties currentProperty;

Set currentPlayer to position playerNumber in playArr

Initialise position to currentPlayer.getPosition

Set currentProperty to position position in propArr

Set ownerNumber to position position in propArr

Set ownerPlayer to position ownerNumber in playArr

If counter is greater than 7

Set counter to counter minus 7

EndIf

If ownerNumber is greater than 7

Set ownerNumber to ownerNumber minus 7

EndIf

Int playerBalance;

Int ownerBalance;

Int rent;

Initialise sewers to position 13 in propArr

Initialise aquaducts to position 29 in propArr

Initialise singleRent to currentProperty.getSingleRent

Initialise groupRent to currentProperty.getGroupRent

Initialise group to checkGroup with currentProperty, propArr

If currentProperty.getTile is equal to 13 or currentProperty.getTile is equal to 29

If sewers.getOwner is equal to aquaducts.getOwner

Set rent to dice multiplied by 10

Set ownerBalance to rent plus ownerPlayer.getBalance

Call method ownerPlayer.setBalance with ownerBalance

Set playerBalance to currentPlayer.getBalance minus rent

Call method currentPlayer.setBalance with playerBalance

Else

Set rent to dice multiplied by 4

Set ownerBalance to rent plus ownerPlayer.getBalance

Call method ownerPlayer.setBalance with ownerBalance

Set playerBalance to currentPlayer.getBalance minus rent

Call method currentPlayer.setBalance with playerBalance

EndIf

Else if group is equal to true

Set ownerBalance to groupRent plus ownerPlayer.getBalance

Call method ownerPlayer.setBalance with ownerBalance

Set playerBalance to currentPlayer.getBalance minus groupRent

Call method currentPlayer.setBalance with playerBalance

Set statustxt to "Paid " plus currentProperty.getGroupRent plus " denarius in rent to " plus position ownerNumber in playArr

Else if group is equal to false

Set ownerBalance to singleRent plus ownerPlayer.getBalance

Call method ownerPlayer.setBalance with ownerBalance

Set playerBalance to currentPlayer.getBalance minus singleRent

Call method currentPlayer.setBalance with playerBalance

Set statustxt to "Paid " plus currentProperty.getSingleRent plus " denarius in rent to " plus position ownerNumber in playArr

EndIf

Initialise propertyGroup to prop.getGroup

Initialise owner to prop.getOwner

Properties test1;

Properties test2;

Initialise returnValue to false

If propertyGroup is equal to 1 or propertyGroup is equal to 8

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

Set test1 to position i in arr

If owner is equal to test1.getOwner and propertyGroup is equal to test1.getGroup

Set returnValue to true

EndIf

EndFor

Else

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

Set test1 to position j in arr

If owner is equal to test1.getOwner and propertyGroup is equal to test1.getGroup

For k is j, k is less than arr.length, k increments by 1

Set test2 to position k in arr

If owner is equal to test2.getOwner and propertyGroup is equal to test2.getGroup

Set returnValue to true

Else

Set returnValue to false

EndIf

EndFor

Else

;

EndIf

EndFor

EndIf

Return returnValue

Return statustxt