Call method heartofcards with p, play, prop

Set this.chestno to chestno

Set this.imgname to imgname

Set this.outcome to outcome

Initialise thePlayer to p

for(int i = 0; i < play.length; i++) {

URL img2 = CommunityChest.class.getResource("cards/images/Chest"+chestno+".PNG");

Set outcome to "Bank error in your favor. Collect 200 denarius."

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 2

Set outcome to "Pay private physician fees of 100 denarius."

Initialise changeBalance to thePlayer.getBalance minus 100

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 3

Set outcome to "From sale of merchant carts, you get 50 denarius."

Initialise changeBalance to thePlayer.getBalance plus 50

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 4

Set outcome to "You inherit a small Villa, gain 100 denarius."

Initialise changeBalance to thePlayer.getBalance plus 100

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 5

Set jail to 1

Set outcome to "Go to the Gladiatorial Arena. Go directly to the arena, DO NOT pass Rome, DO NOT collect 200 denarius."

Call method thePlayer.setPosition with 11

thePlayer.setJailCounter(1);

EndIf

If chestno is equal to 6

Call method thePlayer.setPosition with 0

Set outcome to "Advance to Rome. Collect 200 denarius."

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 7

Set outcome to "Render too much unto Caesar, Collect 200 denarius."

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 8

Set outcome to "Roman official assesses you for street repairs: 40 per villa, 115 per pantheon. No villas or pantheons pay 100 denarius"

Initialise villas to 0

Initialise pantheon to 0

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

If position i in prop

Villas += prop[i].getVillas();

Pantheon += prop[i].getPantheons();

EndIf

EndFor

Initialise changeBalance to thePlayer.getBalance plus ( villas multiplied by 40 ) plus ( pantheon multiplied by 115 )

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 9

Set outcome to "You have won second place in the Campus Track & Field foot race. Collect 10 denarius."

Initialise changeBalance to thePlayer.getBalance plus 10

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 10

Set outcome to "Your properties and assets mature, join the Equestrian Order. Collect 100 denarius."

Initialise changeBalance to thePlayer.getBalance plus 100

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 11

Set outcome to "Sell bulk staples to the bank, receive 100 denarius."

Initialise changeBalance to thePlayer.getBalance plus 100

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 12

Set outcome to "Pay farmer's tax of $25."

Initialise changeBalance to thePlayer.getBalance minus 25

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 13

Set outcome to "You have a coming of age party, Collect 10 denarius from every player."

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

If position i in play

Initialise add to thePlayer.getBalance plus 10

Initialise subtract to position i in play

Call method thePlayer.setBalance with add

Set i of play to

EndIf

EndFor

EndIf

If chestno is equal to 14

Set outcome to "Pay school fees of 50 denarius."

Initialise changeBalance to thePlayer.getBalance minus 50

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 15

Set outcome to "Medical institution fees, pay 50 denarius."

Initialise changeBalance to thePlayer.getBalance minus 50

Call method thePlayer.setBalance with changeBalance

EndIf

If chestno is equal to 16

Set Outjail to thePlayer.getOutJail

Outjail++;

Set outcome to "Gain a favor with a Senator, get out of the Gladiatorial Area for free. This card may be kept until needed or traded."

Call method thePlayer.setOutJail with Outjail

EndIf

Return chestno

Return imgname

Return outcome

Return Outjail