Call method setTitle with "User Guide"

Call method setLocation with 40, 150

Call method setDefaultCloseOperation with HIDE\_ON\_CLOSE

Call method setVisible with true

Call method setLocation with 40, 150

Call method setContentPane with createContentPane

Call method setJMenuBar with createMenuBar

Call method setVisible with true

Create the content-pane-to-be.

Call method contentPane.setOpaque with true

All Text Strings as variables

Create a scrolled text area.

Call method output.setEditable with false

Call method output.setFont

Call method output.setLineWrap with true

Call method output.setWrapStyleWord with true

Call method output.setText with defaultText

Create new JScrollPane

Add the text area to the content pane.

Return contentPane

Create variables of appropritate types

JMenu helpMenu, helpSubmenu;

JMenuItem helpMenuItem;

Create the menu bar.

Build the first menu.

Call method helpMenu.setMnemonic with KeyEvent.VK\_H

Call method helpMenuBar.add with helpMenu

a group of JMenuItems

Set the action for the menu item

Set Shortcut key

add menu item to the menu

Call method helpMenu.addSeparator

Movement Sub-menu

Call method helpSubmenu.setMnemonic with KeyEvent.VK\_M

Movement Items H02 - H15

Call method helpMenuItem.setAction with H02

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_D

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H03

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_R

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H04

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_A

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H05

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_G

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H06

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_U

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H07

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_O

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H08

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_P

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H09

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_V

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H10

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_T

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H11

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_H

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H12

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_C

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H13

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_I

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H14

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_E

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H15

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_F

Call method helpSubmenu.add with helpMenuItem

Add movement sub-menu to main help menu.

Call method helpMenu.addSeparator

Create player turn sub-menu

Call method helpSubmenu.setMnemonic with KeyEvent.VK\_P

Player Turn items H2, H16 - H18

Call method helpMenuItem.setAction with H02

Call method helpMenuItem.setText with "Begin Movement"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_B

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H16

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_L

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H17

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_P

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H18

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_E

Call method helpSubmenu.add with helpMenuItem

Add player turn sub-menu to main help menu.

Call method helpMenu.addSeparator

Create board space sub-menu

Call method helpSubmenu.setMnemonic with KeyEvent.VK\_B

Board space items H19, H20, H07, H08, H11-H14

Call method helpMenuItem.setAction with H19

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_G

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H20

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_T

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H13

Call method helpMenuItem.setText with "Citizen's Tax"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_C

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H14

Call method helpMenuItem.setText with "Render unto Ceasar"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_R

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H10

Call method helpMenuItem.setText with "Utility – Aqueducts or Sewers"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_U

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H09

Call method helpMenuItem.setText with "VIA’s"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_V

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H11

Call method helpMenuItem.setText with "Chance"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_H

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H12

Call method helpMenuItem.setText with "Community Chest"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_O

Call method helpSubmenu.add with helpMenuItem

Add player turn sub-menu to main help menu.

Call method helpMenu.addSeparator

Create Property Management Sub-menu

Call method helpSubmenu.setMnemonic with KeyEvent.VK\_R

Create Property Management items and add them to the submenu

Call method helpMenuItem.setAction with H06

Call method helpMenuItem.setText with "Buy property"

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_B

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H21

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_U

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H22

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_M

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H23

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_U

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H24

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_O

Call method helpSubmenu.add with helpMenuItem

Create new JMenuItem

Call method helpMenuItem.setAction with H25

Call method helpMenuItem.setMnemonic with KeyEvent.VK\_D

Call method helpSubmenu.add with helpMenuItem

Add property management sub-menu to main help menu.

Quick template for adding another menu item to this sub-menu

Next would be a new Sub-menu...

provide the entire help menu bar with menus, sub-menus, and menu items

Call method this.setVisible with true