Call method setTitle with "Jail"

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 btnyes to "<u>G</u>et out of Arena"

Set btnno to "<u>S</u>tay in the Arena"

Create new JButton

Create new JButton

Create new JLabel

Call method yes.setBackground

Call method no.setBackground

Call method front.add with status

Call method front.add with yes

Call method front.add with no

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

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

Call method no.setBounds with 20, 120, 150...

yes.setEnabled(false); //not available till needed

Call method yes.addActionListener

Call method no.addActionListener

Call method repaint

If play.getOutJail is greater than 0

message with Jbutton to ask if they want to use their card

int subtract = play.getOutJail() - 1;

Call method play.setJailCounter with 0

message that they used their card

Else

Call method rollTheDice with play

EndIf

Else

Call method rollTheDice with play

EndIf

roll the dice

Set this.statustxt to statustxt

Create new Dice

Initialise die1 to dice.getDie1

Initialise die2 to dice.getDie2

Set k

Set k to k modulus 3

Call method play.setDoubles with k

If k is equal to 1

Set statustxt to "Doubles! Roll again."

EndIf

If k is greater than 2

Set statustxt to "You have rolled doubles 3 times, Go to the Arena."

Call method play.setPosition with 11

Call method play.setDoubles with 0

Call method play.setJailCounter with 1

EndIf

If play.getPosition is equal to 11 and die1 is equal to die2

Call method play.setPosition with 10

Call method play.setJailCounter with 0

display message that they rolled doubles and got out for free

Else if play.getPosition is equal to 11 and die1 is not equal to die2

Initialise increment to play.getJailCounter plus 1

Call method play.setJailCounter with increment

If play.getJailCounter is equal to 3

display message that they paid and are now out of jail

Call method play.setPosition with 10

Call method play.setBalance with changeBalance

Call method play.setJailCounter with 0

Else if play.getJailCounter is less than 3

display message that they did not roll doubles

EndIf

EndIf

If k is greater than 3

Set k to 4 minus k

EndIf

doubles[k]++; //increment array

If e.getSource is equal to yes

Set answer to "yes"

Call method status.setText with "<html><center><div style=\"color: black; font-family: verdana; font-size: 11pt; padding: 5px;\">" plus statustxt plus "</div>"

Call method dispose

EndIf

If e.getSource is equal to no

Set answer to "no"

Call method status.setText with "<html><center><div style=\"color: black; font-family: verdana; font-size: 11pt; padding: 5px;\">" plus statustxt plus "</div>"

Call method dispose

EndIf

Return statustxt