Call method setTitle with "Monopoly"

Call method setSize with 609, 454

Call method setLocationRelativeTo

Call method setDefaultCloseOperation with EXIT\_ON\_CLOSE

Call method setVisible with true

Call method setLocation with 40, 150

Initialise mnu to MainMenu.class.getResource with "/menu/menu.jpg"

Create new JLabel

Call method add with background

Call method background.setLayout

style and location of buttons

Create new JButton

Create new JButton

Call method game.setBackground

Call method help.setBackground with Color.BLACK

Call method bear.setBackground

add listeners

Call method help.addActionListener

Call method bear.addActionListener

add buttons

Call method background.add with help

Call method background.add with bear

refresh, DO NOT remove

If e.getSource is equal to game

start game button

Else if e.getSource is equal to help

settings for user guide

System.out.println("Monopoly is Awesome, help!");

Else if e.getSource is equal to bear

close the program.. exit bear, stage left

Call method System.exit with 0

EndIf

applies to all buttons for debugging