Set this.currentBalance to balance

Set this.currentPlayer to play

Set this.currentProperty to prop

If currentProperty.getOwner is equal to 0

If balance

Call method setTitle with "Purchase"

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 statustxt to "You do not have enough money to buy this property"

Create new JButton

Create new JLabel

Call method close.setBackground

Call method front.add with status

Call method front.add with close

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

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

Call method close.addActionListener

Call method repaint

Else

Set currentBalance to currentPlayer.getBalance minus currentProperty.getCost

Call method currentPlayer.setBalance with currentBalance

Call method prop.setOwner with currentPlayer.getPlayerNumber

Call method play.setBalance with currentPlayer.getBalance

EndIf

EndIf

If e.getSource is equal to close

Call method dispose