Set this.currentPlayer to play1

Set this.secondPlayer to play2

Set this.currentProperty to prop

Set this.pa to propArr

If prop.getOwner is not equal to 0

If prop.getOwner is equal to play1.getPlayerNumber

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 "Player " plus currentPlayer plus " would you like to buy or trade this property?"

Set button1 to "<u>T</u>rade"

Set button2 to "<u>S</u>ell"

Create new JButton

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

EndIf

Call method repaint

EndIf

If e.getSource is equal to close

Call method dispose

EndIf

If e.getSource is equal to buy

Call method setTitle with "Sell"

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 "Player " plus secondPlayer.getPlayerNumber plus " would you like to sell this property for " plus currentProperty.getCost plus "?"

Set button1 to "<u>Y</u>es"

Set button2 to "<u>N</u>o"

Create new JButton

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

EndIf

If e.getSource is equal to trade

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

Properties tradeProp = null;

Initialise choices

Initialise input to JOptionPane.showInputDialog as String

String propName = input;

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

If position i in pa

Set secondProperty to position i in pa

EndIf

EndFor

For j is 0, j is less than pla.length, j increments by 1

If position j in pla

Set secondPlayer to position j in pla

EndIf

EndFor

Call method setTitle with "Sell"

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

JPanel front1 = new JPanel();

Call method add with front, BorderLayout.CENTER

Set statustxt to "Player " plus secondPlayer.getPlayerNumber plus " would you like to trade" plus secondProperty plus " for " plus currentProperty.getName plus "?"

Set button1 to "<u>Y</u>es"

Set button2 to "<u>N</u>o"

Create new JButton

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

EndIf

If e.getSource is equal to yesBuy

int newBalance1 = currentPlayer.getBalance() - currentProperty.getCost();

Call method repaint

Call method dispose

EndIf

If e.getSource is equal to noBuy

Call method dispose

EndIf

If e.getSource is equal to yesTrade

Initialise owner1 to currentPlayer.getPlayerNumber

Initialise owner2 to secondPlayer.getPlayerNumber

Call method currentProperty.setOwner with owner2

Call method secondProperty.setOwner with owner1

Call method repaint

Call method dispose

EndIf