Set this.currentPlayer to play

Set this.currentProperty to prop

If currentPlayer.getPlayerNumber is not equal to currentProperty.getOwner

If currentProperty.getOwner is not equal to currentPlayer.getPlayerNumber

Call method setTitle with "Unmortgage"

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 own this property"

Set button1 to "<u>C</u>lose"

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

Else if currentProperty.getMortgaged is equal to 0

If currentProperty.getOwner is not equal to currentPlayer.getPlayerNumber

Call method setTitle with "Unmortgage"

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 "This property is not mortgaged"

Set button1 to "<u>C</u>lose"

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

Else if currentPlayer.getBalance is less than currentProperty.getUnMortgaged

If currentProperty.getOwner is not equal to currentPlayer.getPlayerNumber

Call method setTitle with "Unmortgage"

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 unmortgage this property"

Set button1 to "<u>C</u>lose"

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

Else

Initialise newBalance to currentPlayer.getBalance minus currentProperty.getUnMortgaged

Call method currentPlayer.setBalance with newBalance

Call method currentProperty.setMortgaged with 0

Call method dispose

EndIf

If e.getSource is equal to close

Call method dispose