

Renee Bach

Method Contract: trade

Operation: trade(actionEvent: ActionEvent)

Preconditions:

- Player is in a shipyard
- Player has chosen a ship where the cost is less than the player's money
- Chosen ship is different than the player's current ship
- Player has pushed "trade" button

Postconditions:

- All cargo in ship has been sold and deducted from cost of new ship
- Player's money is deducted (or added to, if downgrading ships)
- Player has a new ship