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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