

Mountain Climbers

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APCS1 pd1

# MC's Casino Corner

## Character

### Variables

- + String Username
- String Password
- Double Balance
- + int winCounter
- + Int lossCounter

### Methods

- + void choosePlace()
- + Void chooseGame()
- + void Exit()
- + Boolean Deposit()
- + Boolean withdraw()

## Casino

### Variables

- String[] alltimeWinnings
- String[] Shop

### Methods

- + Void drinkAtBar
- + String[][] getHighscoreList

## Abstract Games

### Variables

Bet  
isWin

### Methods

String playOnce()  
Boolean outcome()

+ Void exit()

## Roulette extends Games

### Variables

- Double Bet
- Boolean isWin
- Double Luck
- String[] places

### Methods

- + String playOnce()
- + Boolean outcome()
- + Void placeBet()

## Blackjack extends Games

### Variables

- Double Bet
- Boolean isWin
- String[] cardDeck

### Methods

- + String playOnce()
- + Boolean outcome()

## Slots extends Games

### Variables

- Double Bet
- Boolean isWin
- Double Luck
- String[] positions

### Methods

- + Double Bet()
- + Boolean isWin()