

PROJECT 1

Elias Roulette Table Game

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Course CSC 5

Section 46332

7/24/2022

Description:

Player will be able to gamble on a roulette table. They will be six bet options where, the player, gets to select one. The player has the option to bet any amount possible. They will be informed on the winning returns if the bet is successful. There are six bet options:

1. Bet of Spin is Black or Red
2. Bet of the Spin number is ODD
3. Bet of the Spin number is EVEN
4. Bet of the Spin number is between 1-18
5. Bet of the Spin number is between 19-36
6. Bet of the Spin number is guessed correct.

If player wins bet numbers 1 through 5 -player will win 75% on the initial bet. If player hits the jackpot bet number 6-player will win the third power of the initial bet.

Menu:

```
*****
                Elias Roulette Table MENU BETS:
1. Black/Red = 75%
2. ODD = 75%
3. EVEN = 75%
4. 1-18 = 75%
5. 19-36 = 75%
6. Number = 3Power
*****
```

Player will be display with this menu option be inputting the amount of money to be bet. After the input of money, the player will select which bet to play.

Bet 1:

```
Enter Much cash you want to bet: $100  
  
Enter the bet you are placing: 1  
  
What color will you choose Black/Red (B/R) B  
The Wining number is: 21  
The Color is: Red  
You lose :$100.00  
  
Do you want to play again (Y/N) █
```

Player will input the amount of money and bet 1. Player will input an option of Black or Red. Displays the wining color, wining number, and the won or lost in the game.

Bet 2:

```
Enter Much cash you want to bet: $100  
  
Enter the bet you are placing: 2  
  
The Wining number is: 15  
The Color is: Black  
You win :$75.00  
  
Do you want to play again (Y/N) █
```

Player will input the amount of money and bet 2. Displays the wining color, wining number, and the won or lost in the game. (The wining number was an ODD).

Bet 3:

```
Enter Much cash you want to bet: $100  
  
Enter the bet you are placing: 3  
  
The Wining number is: 32  
The Color is: Red  
You win :$75.00  
  
Do you want to play again (Y/N) █
```

Player will input the amount of money and bet 3. Displays the wining color, wining number, and the won or lost in the game. (The wining number was an EVEN).

Bet 4:

```
Enter Much cash you want to bet: $100  
  
Enter the bet you are placing: 4  
  
The Wining number is: 3  
The Color is: Black  
You win :$75.00  
  
Do you want to play again (Y/N) █
```

Player will input the amount of money and bet 4. Displays the wining color, wining number, and the won or lost in the game.(The wining number was is between 1-18).

Bet 5:

```
Enter Much cash you want to bet: $100  
  
Enter the bet you are placing: 5  
  
The Wining number is: 31  
The Color is: Red  
You win :$75.00  
  
Do you want to play again (Y/N) ☐
```

Player will input the amount of money and bet 5. Displays the wining color, wining number, and the won or lost in the game. (The wining number was is between 18-36).

Bet 6:

```
Enter Much cash you want to bet: $100  
  
Enter the bet you are placing: 6  
  
What number do you choose: 20  
The Wining number is: 34  
The Color is: Black  
You lose :$100.00  
  
Do you want to play again (Y/N) ☐
```

Player will input the amount of money and bet 6. Displays the wining color, wining number, and the won or lost in the game. (The wining number was 34, guess was 20).

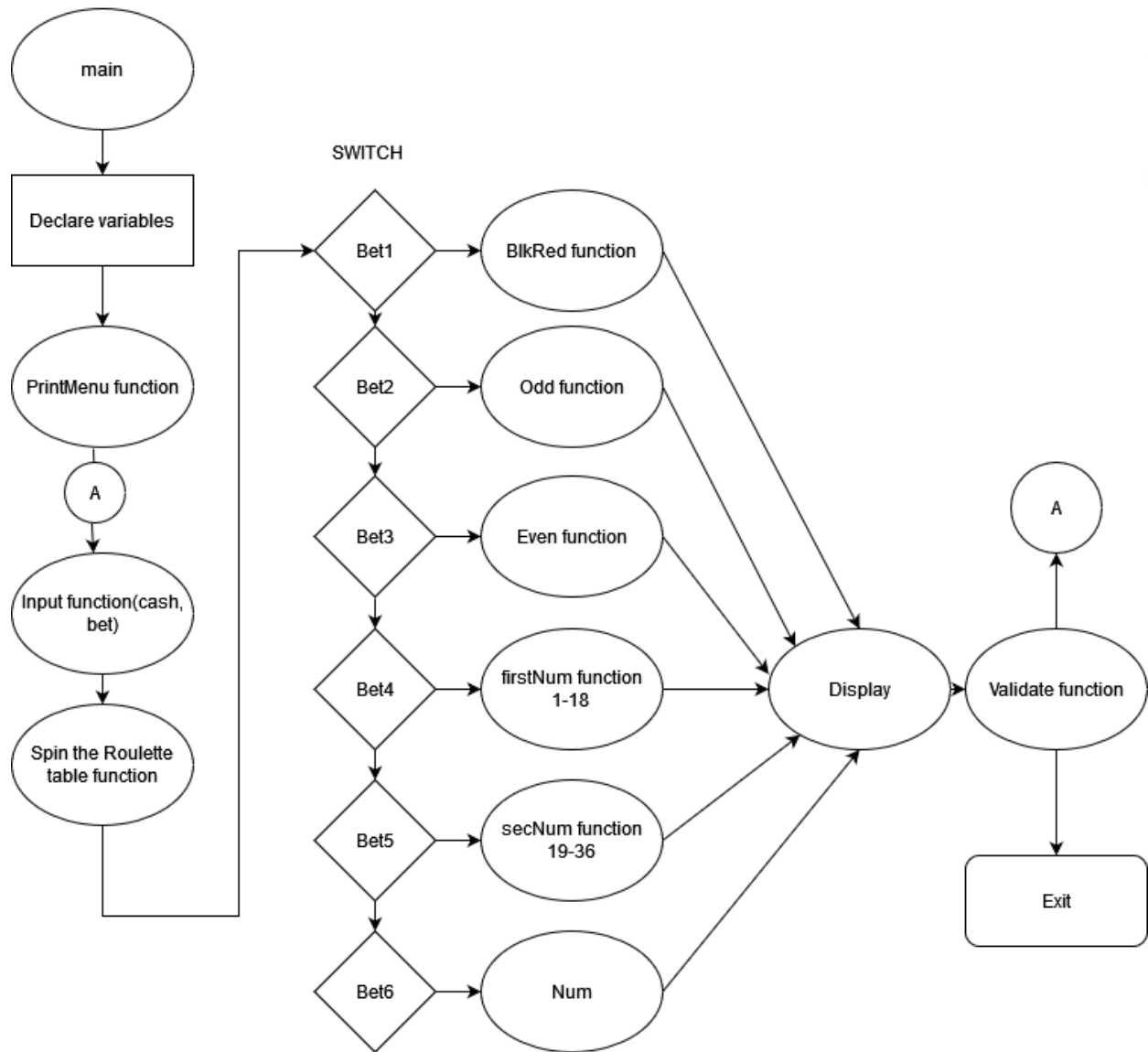
Cross Reference:

Chapter	Section	Topic	Where Line #'s	Pts	Notes
2	2	cout			
	3	libraries	18-Dec	8	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals			No variables in global area, failed project!
	5	Identifiers			
	6	Integers	269	3	
	7	Characters		3	
	8	Strings	271	3	
	9	Floats No Doubles	270	3	Using doubles will fail the project, floats OK!
	10	Bools	242	4	
	11	sizeof *****			
	12	Variables 7 characters or less			All variables <= 7 characters
	13	Scope ***** No Global Variables			
	14	Arithmetic operators			
	15	Comments 20%+	269-299	5	Model as pseudo code
	16	Named Constants			All Local, only Conversions/Physics/Math in Global area
	17	Programming Style ***** Emulate			Emulate style in book/in class repository
3	1	cin			
	2	Math Expression			
	3	Mixing data types ****			
	4	Overflow/Underflow ****			
	5	Type Casting	98	4	
	6	Multiple assignment *****			
	7	Formatting output	29-48	4	
	8	Strings	271	3	
	9	Math Library	234	4	All libraries included have to be used
	10	Hand tracing *****			
4	1	Relational Operators			
	2	if	59	4	Independent if
	4	If-else	94-96	4	
	5	Nesting	170-175	4	

	6	If-else-if	165-168	4	
	7	Flags *****			
	8	Logical operators	165	4	
	11	Validating user input	178-183	4	
	13	Conditional Operator	202	4	
	14	Switch	280	4	
5	1	Increment/Decrement	33	4	
	2	While	116	4	
	5	Do-while	275-297	4	
	6	For loop	33	4	
	11	Files input/output both	104-130	8	
	12	No breaks in loops *****			Failed Project if included
***** Not required to show			Total	100	

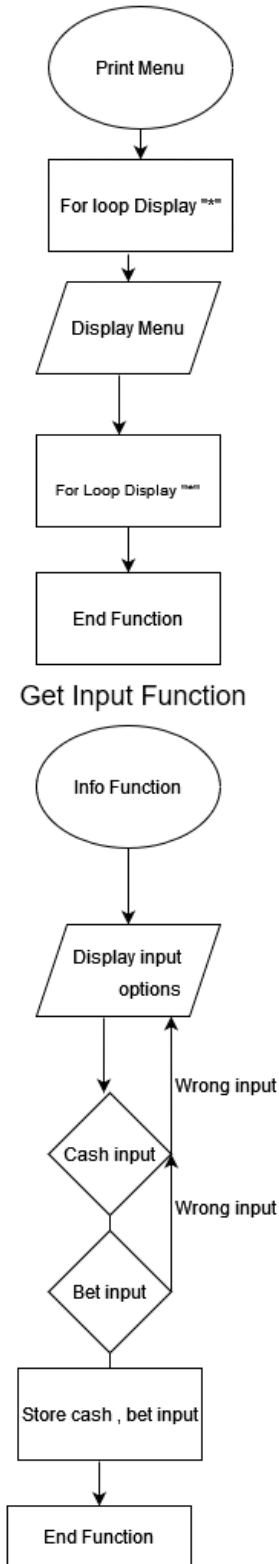
Flow Chart:

MAIN

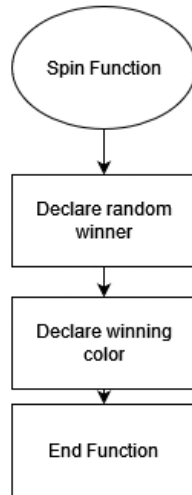


Functions

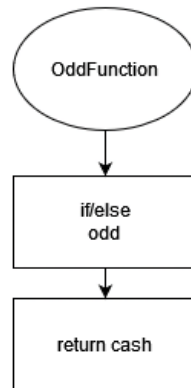
Print Menu Function



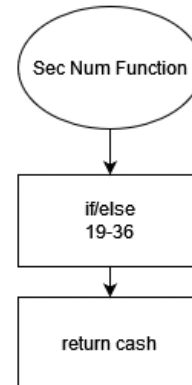
Spin Function



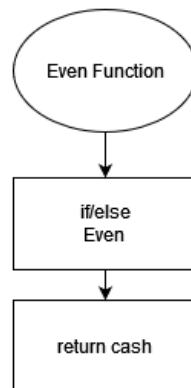
Odd Function



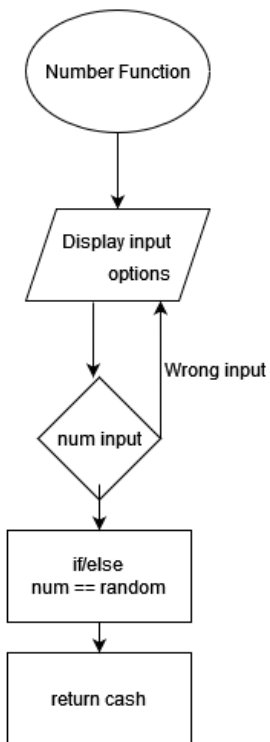
Sec Num Function



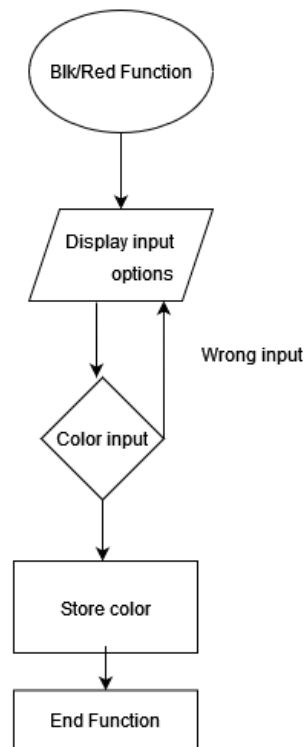
Even Function



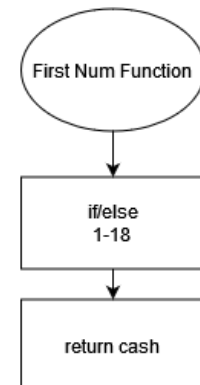
Num Function



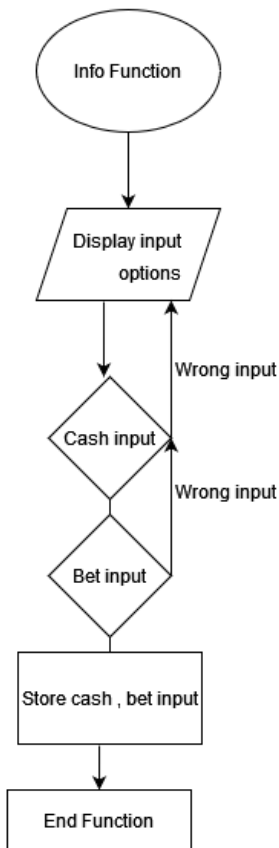
Black or Red Input Function



FirstNum Function

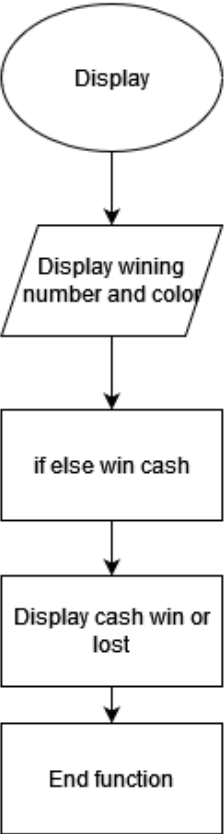


Get Input Function

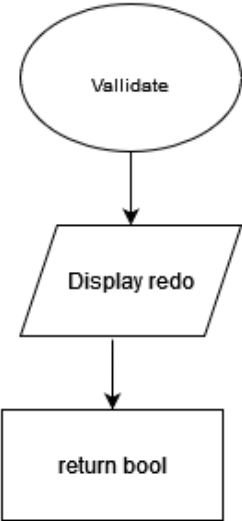


Functions

Display Function



Validate Function



Code:

```
4  * File:   main.cpp
5  * Author: Elias Silva
6  * Purpose: C++ Template To be used in all future Assignments
7  *
8  * Created on June 23, 2022, 8:28 PM
9  */
10
11 //System Libraries
12 #include <iostream>
13 #include <stdlib.h>
14 #include <cstring>
15 #include <time.h>
16 #include <cmath>
17 #include <iomanip>
18 using namespace std;
19
20 //Global Constants
21
22 //Mathematical/Physics/Conversions, Higher dimensioned arrays
23
24 //Function Prototypes
25
26 void printMenu()
27 {
28     cout << endl;
29     cout << endl;
30     cout << " ";
31     for( int i = 0; i < 100; i++)
32         cout << " ";
33     cout << endl;
34     cout << " ";
35     cout << " ";
36     cout << " ";
37
38     cout << "Elias Roulette Table MENU BETS:" << endl;
39     cout << " " << "1. Black/Red = 75%" << endl;;
40     cout << " " << "2. ODD = 75%" << endl;
41     cout << " " << "3. EVEN = 75%" << endl;
42     cout << " " << "4. 1-18 = 75%" << endl;
43     cout << " " << "5. 19-36 = 75%" << endl;
44     cout << " " << "6. Number = 3Power" << endl;
45     cout << " ";
```

```
Source History
42 cout << " " << "4. 1-18 = 75%" << endl;
43 cout << " " << "5. 19-36 = 75%" << endl;
44 cout << " " << "6. Number = 3Power" << endl;
45 cout << " ";
46 for( int i = 0; i < 100; i++)
47     cout << "x";
48 };
49
50 void Info(float& cash , int& bet)
51 {
52     cout << endl;
53     bool validate = false;
54     do {
55         validate = false;
56         cout << "Enter Much cash you want to bet: $";
57         cin >> cash;
58         if( cash < 0 )
59         {
60             cout << "Wrong input try again " << endl;
61             cout << endl;
62             validate = true;
63         }
64     }while(validate);
65
66     cout << endl;
67
68     do
69     {
70         cout << "Enter the bet you are placing: ";
71         cin >> bet;
72         cout << endl;
73         validate = false;
74
75         if( bet < 0 || bet > 6 )
76         {
77             cout << "Wrong input try again " << endl;
78             cout << endl;
79             validate = true;
80         }
81     }while(validate);
82
83
84
85
86 void spin(int& num, string& color)
87 {
88     srand (time(NULL));
89     num = rand() % 36+1;
90
91     srand (time(NULL));
92     int temp = rand()%2;
93
94     if (temp == 1)
95         color = "Black";
96     else color = "Red";
97 };
98 void Display(float cash, string color, int random)
99 {
```

```

97 //
98 void Display(float cash, string color, int random)
99 {
100     string a = "The Wining number is: ";
101
102     string b = "The Color is: ";
103
104     ofstream rfile("rtext.txt");
105
106     rfile << a;
107     rfile << random;
108     rfile << endl;
109     rfile.close();
110     string txt;
111     cout << endl;
112
113
114     ifstream readfile("rtext.txt");
115
116     while(getline(readfile, txt)) cout << txt;
117     cout << endl;
118
119     readfile.close();
120
121     ofstream cfile("ctext.txt");
122     cfile << b;
123     cfile << color;
124
125     cfile.close();
126     ifstream creadfile("ctext.txt");
127     while(getline(creadfile, txt)) cout << txt;
128     cout << endl;
129
130     creadfile.close();
131
132
133     cout << fixed << setprecision(2);
134

```

```

135     float temp = cash;
136     while(temp > 0)
137     {
138         cout << "You win :$" << temp << endl;
139         temp*=-1;
140     };
141
142     float temp2 = cash;
143
144     if(temp2 < 0)
145     {
146         temp2 *= -1;
147
148         cout << "You lose :$" << temp2 << endl;
149     };
150
151 };
152 float BlkRed(float cash, string color)
153 {
154     char temp;
155     string templ="a";
156     bool validate;
157
158     do
159     {
160         validate = false;
161         cout << "What color will you choose Black/Red (B/R)" ;
162         cin >> temp;
163         templ= "error";
164
165         if(temp == 'B' || temp == 'b')
166             templ = "Black";
167         else if(temp == 'R' || temp == 'r' )
168             templ = "Red";
169
170         if( templ == "Black" || templ == "Red")
171         {

```

```

170     if( templ == "Black" || templ == "Red")
171     {
172         if (color == templ)
173             return cash*.75;
174         else
175             return -1*cash;
176     }else
177     {
178         cout <<endl;
179         cout << "Wrong input try again " << endl;
180         cout << endl;
181         validate = true;
182     }
183     }while(validate);
184
185     };
186     float odd(float cash , int num)
187     {
188         if ( num%2 != 0)
189             return cash*.75;
190         else
191             return -1*cash;
192     };
193     float even(float cash, int num)
194     {
195         if ( num%2 == 0)
196             return cash*.75;
197         else
198             return -1 *cash;
199     };
200     float firstNum(float cash, int num)
201     {
202         if (num < 19 )
203             return cash*.75;
204         else
205             return -1*cash;

```

```

204 |         else
205 |             return -1*cash;
206 |     };
207 |     float secNum(float cash, int num)
208 |     {
209 |         if (num > 19 )
210 |             return cash*.75;
211 |         else
212 |             return -1*cash;
213 |     };
214 |     float num(float cash, int random)
215 |     {
216 |         int num;
217 |         bool validate;
218 |         do
219 |         {
220 |             cout << "What number do you choose: ";
221 |             cin >> num;
222 |
223 |             validate = false;
224 |             if(num <1 || num > 36)
225 |             {
226 |                 cout <<endl;
227 |                 cout << "Wrong input try again " << endl;
228 |                 cout << endl;
229 |                 validate = true;
230 |             }
231 |         }while(validate);
232 |
233 |         if(num == random)
234 |             return pow(cash,3);
235 |         else
236 |             return -1*cash;
237 |     };
238 | };

```

```

238 | };
239 | bool validate()
240 | {
241 |     char ans;
242 |     bool validate;
243 |
244 |     do
245 |     {
246 |         validate = false;
247 |
248 |         cout << endl;
249 |         cout << "Do you want to play again (Y/N) ";
250 |         cin >> ans;
251 |
252 |         if ( ans == 'Y' || ans == 'y' || ans == 'N' || ans == 'n')
253 |         {
254 |             if ( ans == 'Y' || ans == 'y')
255 |                 return true;
256 |             else if ( ans == 'N' || ans == 'n')
257 |                 return false;
258 |         }else
259 |         {
260 |             cout << "Wrong input try again" << endl;
261 |             validate = true;
262 |         }
263 |
264 |     }while(validate);
265 | };
266 | int main(int argc, char** argv)
267 | {
268 |
269 |     int bet, random; // declare variables for the bet and random winning number
270 |     float cash; // cash output
271 |     string color; // color of spin
272 |

```



```
Debug
Start Page x main.cpp x main.cpp x
Source History
261         validate = true;
262     }
263 }
264 }while(validate):
265 };
266 int main(int argc, char** argv)
267 {
268
269     int bet, random; // declare variables for the bet and random wining number
270     float cash; // cash output
271     string color; // color of spin
272
273     printMenu(); // display menu
274
275     do{ // ask if user wants to play again
276
277         Info(cash,bet); // input amount of cash and bet on menu
278         spin(random, color); // calculate the winning color and number
279
280         switch(bet) // calculate wining and display wining/loses
281         {
282             case 1: cash = BlkRed(cash, color); // calculate cash wining/loses of color
283                 break;
284             case 2: cash = odd(cash,random); // calculate cash wining/loses of ODD winning number
285                 break;
286             case 3: cash = even(cash , random); // calculate cash wining/loses of EVEN winning number
287                 break;
288             case 4: cash = firstNum(cash, random); // calculate cash wining/loses of winning number lands between 1 - 18
289                 break;
290             case 5: cash = secNum(cash, random); // calculate cash wining/loses of winning number lands between 18 - 16
291                 break;
292             case 6: cash = num(cash,random); // C// calculate cash wining/loses of winning number is the correct as user inputs
293                 break;
294         }
295
296         Display(cash, color,random); // display wining/loses
297     }while(validate()); //ask to redo program
298
299     //Exit stage right
300     return 0;
301 }
302
```