**Technical Test B: Please find the Below Instructions to start your Test.**

*Implement online casino according to the checklist below using react and material-ui:*

One page app. No routing

Page consists of three parts header, content and footer

Header consists of company logo/name on the left and balance+avatar on the right

There is nothing special about logo

* Balance displays real balance in format $99.99 and is updated after each game.It is persistent i.e. keeps data in local storage
* Login button or avatar, depending on state, offers user to login (enter his name) or log out. User is persistent too
* You can start playing as a guest but should be able to log in at any time

Content part has table in it with game results. Columns are id, slot 1-3, time. Id and time are sortable both ways

Footer is sticky (when table is long) and has copyright

In the content part there is a button which starts a game aka opens popup

Popup has 3 slots in content part and 3 button underneath

When user press first button - random numbers 1-9 are displayed in slots

Each spin costs $1 from balance

Thee different numbers 123 does nothing

Each pair 112 122 adds $0.5 to balance

Each three in a row adds $5 to balance

777 adds $10 to balance

The second button is meant for debug. it fakes 777 spin

After each spin results are added to the table.

Third button closes popup

**Please share the Git URL of code.**