**Aunt Vickie goes to Vegas**

**Outcome:**

* Student will demonstrate the ability to generate random numbers
* Student will demonstrate the ability to loops and decision statements
* Student will demonstrate the ability to reason and think
* Student will demonstrate the ability to follow instructions

**Program Specifications:**

Vickie takes a jar which contains exactly 100 quarters to the casino with the intention to win big. She plays three machines slot machines in sequence. Unknown to her, the machines are entirely predictable.

Each play costs one quarter.

**The following are constants:**

The first machine pays **25 q**uarters every **35th** time it is played.

The second machine pays **75** quarters every **100th** time it is played.

The third pays **5** quarters every 8**th** time it is played.

So, Vickie will always lose - eventually.

Notice that she plays the machines one at a time in sequence: the first one, then the second one, the third one, the first one, the second one…

Your program will output the number of times Vickie plays until she goes broke along with the result of each time she wins money. Besides “main” you must define and use at least **4 methods**.

Your program will input the number of quarters in Vickie’sjar (it could be any number but for this assignment make it 100).

Your program will output a statement EVERYTIME Vickie wins money. The output will contain the following:

1. The Number of Machine (1, 2, or 3) that she just won on
2. The Amount she just won (formatted like dollars and cents)
3. The current number of quarters remaining in the jar immediately after the win and the amount of money in the jar (i.e. there are 47 quarters in the jar with equals $11.75.

Once Vickie is broke, you will output put the total number of times she was able to play the machines.

**Submission Requirements:**

* You must follow the rules from the first assignment.

**YOU CANNOT:**

* Use global variables
* Use the word goto
* Use the break command outside a case statement