//Austin Marino

//Final Project

#include<iostream>

#include<ctime>

#include<Windows.h>

#include<array>

#include<string>

#include<cstdlib>

#include<iomanip>

#include<algorithm>

#include<random>

#include"MFG.h"

using namespace std;

int main()

{

MFG Game;

int deposit;

int choice;

char d;

while (1)

{

cout << "Current balance $" << Game.getBalance() << endl;

if (Game.getBalance() == 0)

{

cout << "Ouch! Looks like you're broke! Would you like to deposit some cash? (Y or N)" << endl;

cin >> d;

if (d == 'Y' || d == 'y')

{

cout << "How much would you like to deposit: $";

cin >> deposit;

Game.balDeposit(deposit);

cout << "$" << deposit << " added to your account!" << endl;

cout << endl;

}//end if inner for money deposit

else

{

cout << "Goodbye!" << endl;

return 0;

}//end else inner

}//end if

cout << "=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=" << endl;

cout << "=-Welcome to the Great Austin Casino! Where dreams are crushed!-= " << endl;

cout << "=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=" << endl;

cout << "What would you like to play?" << endl;

cout << "(1) BlackJack, (2) Craps, (3) Roulette, (4) Quit" << endl;

cout << "Pick your poison: ";

cin >> choice;

cout << endl;

switch (choice)

{

case 1://case choice blackjack

cout << "Welcome to Blackjack!" << endl;

Game.blackjack();

break;

case 2://case choice craps

cout << "Welcome to Craps!" << endl;

Game.craps();

break;

case 3://case choice roulette

cout << "Welcome to Roulette!" << endl;

Game.roulette();

break;

case 4://case choice to exit main menu

cout << "Thanks for playing!" << endl;

cout << "You are cashing out with: $" << Game.getBalance() << endl;

return 0;

break;

default://case default for invalid input

cout << "What game are you trying to play?! Only 1-4 are valid arguments." << endl;

cout << endl;

break;

}//end switch case

}//end while loop

}//end main