Github Link: https://github.com/DatoDgebuadze/SlotMachineStarterCode

The code provided is a C# Windows Forms application that simulates a slot machine game. The game consists of three reels that display symbols such as lemons, grapes, pineapples, and sevens. The player starts with a balance of $25 and can spend money by clicking the "Spin" button to play the game. The winnings are calculated based on the combination of symbols that appear on the reels and the winnings are added to the player's balanceGraphical user interface, text

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Graphical user interface

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The main class in the code is the Form1 class, which is the main form that is displayed to the player. The form contains three PictureBox controls, which are used to display the images of the symbols on the reels. The images for the symbols are loaded from disk when the form is initialized.

The code for spinning the reels is done in the rotateImages() function, which uses a random number generator to select the images that will be displayed on each reel. The winnings are calculated in the calculateWinnings() function, which checks the combination of symbols that appear on the reels and sets the winnings accordingly.

The player's balance is kept track of using the currentBalanceLabel variable, and the spinWinningsLabel variable is used to keep track of the winnings from each spin. The moneySpentLabel variable is used to keep track of how much money the player has spent.

To run this project, you need to have Visual Studio installed on your machine.