FLORIDA POLYTECHNIC UNIVERSITY

The Slot Machine

By Dr. Bradford A. Towle Jr.
Graphics

1. Objectives

A. To have more practice with OOC and JavaScript
B. To be capable of adding HTML elements from JavaScript.

2. Equipment

A. A computer that has Notepad ++ and a modern web browser

3. Lab Preparation

A. Make sure you understand how to dynamically add a component to an HTML page.

4. Lab Instruction

A. This project will have two different classes
    a. Main
    b. Slot Machine
B. Main class
    a. The Main class will have the following class variables
        i. Money (Initially set to 100)
        ii. An array of slot machine instances
    b. The main constructor will dynamically add a section tag to the document
        i. This will be used to print the output
    c. The main constructor will also initialize the slot machine array with 1 instance of the slot machine.
    d. The main class will also have a function called PlayAll
    e. If the 'play' button is pressed, then subtract 1 from the current value of Money (make sure it is above 0) and then iterate through the slot machine array and call their respective play function.
    f. It will then poll all the slot machines and sum the last amount won.
        i. If is > than 0 then have the word "winner" and the summed amount won displayed in the section that the main class created
        ii. Else display "Game Over"
    g. Add any winnings to the total money.
C. Slot Machine Class
    a. This class will have the following class variables
        i. The last amount won
        ii. A list of three numbers
        iii. A list of three HTML image objects
    b. Constructor
        i. The slot machine constructor will dynamically add three HTML images to the document and then store them to the image list.
            1. Each Image will be 64X64 pixels).
        ii. The last amount won will be initialized to 0.

c. Play
    i. When play is called the slot machine will pick three numbers and populate the number list.
        1. The slot machine will randomly choose between 0 and 6 inclusive.
    ii. Make sure you have seven images
        1. Each image will correspond to a certain number between 0 and 6.
    iii. Change the HTML image src parameter to the correct image for the appropriate number.
        1. For example, if the number list contains [5,5,4]
        2. The first two images will be the same (that correspond to 5)
        3. The third image will have the src set to the appropriate image for 4.
    iv. Slot machine awards are evaluated left to right. Therefore, ORDER DOES Matter.
    v. Also, you can ONLY win the top award in a slot machine.
        1. For example if you get three 0's you do NOT get the two 0's or one 0's award.
    vi. The play function will set the last amount won according to the following table:

D. After the script that initializes main is run create an HTML button that will call back to a global function which will call the main instance PlayAll
    a. This button should be labeled "play"
E. Phase 2
    a. Alter the constructor in Main so you make 3 slot machine instances instead of just 1
    b. If you coded the main class correctly you should not have to change anything in it.

Description	Values in the number array	Amount Won
Three 0's	[0,0,0]	14
Three of any other number (not 0)	[X,X,X] Where X is the same non-zero number	7
Two 0's (left and center)	[0,0,X] Where X is not a 0.	3
Two of any other number in the left and the center	[X,X,-] Where X is the same non-zero number	2
If the left value is 0	[0,-,-]	1
Any other combination		0

5. Lab Rubric

	Perfect	Logic Errors or Incomplete	Syntax errors or not attempted.
Slot machine class implemented correctly	10	5	0
Main class implemented correctly	10	5	0
Awards are correct	10	5	0
Images and outputs are correct	10	5	0
Total	/40		

6. Lab Report Requirements

There is no lab report due for this assignment but there is a peer review.