**SlotMachine2000** Class:

***Global Declaration:***

**Double** Earnings, bet, results

**String** strSlotOne, strSlotTwo, strSlotThree

**int** slotOne, slotTwo, slotThree

**String** Star = "Star", Circle = "Circle", Triangle = "Triangle"

**Double final** DOLLAR = 1, TEN\_DOLLARS = 10, HOUNDRED\_DOLLARS = 100,

DEFAULT\_START = 100

***GUI Components:***

**Stage** window, **MediaPlayer** mediaplayer, **TimeLine** timeline, **ImageView** view, **Menu** mnuFile

**MenuItem** mnuSave, mnuLoad, mnuReset, mnuExit

**Button** btnSpin, btnOne, btnTen, btnHoundred

**Label** lblWinnings, lblRules, lblOneX, lblTwoX, lblThreeX,

lblSlotOne, lblSlotTwo, lblSlotThree, lblWinningsArea,

lblCurrentBet, lblResult

***File:***

Game.txt, Triangle.png, Target.png, Cross.png, Button1.png, Button2.png, 1.png, 10.png, 100.png

**Main** (String [] args):

Launch(args)

**Start** (Stage primaryStage):

SetTitle

setResizable = false

earnings = DEFAULT\_START

try- catch GameStart() method

create HBOX center

create: lblSlotOne, lblSlotTwo, lblSlotThree, btnSpin

if btnSpin pressed

checks if player has enough money to play

if not run NoMoney method

checks if player has made a bet

if not runs NoBet method

if both passes

runs TimeLine Method

create PauseTransition

set duration 2 secs

Create media file aimed at Spin.wav

Play spin.wav

Set when pause finishes

Stop timeLine

Run SlotRandomize() method

Run Results() method

Play pause transition

Add all componets to HBox

Create Hbox north

Create: lblWinnings, lblWinningsArea, lblCurrentBet, lblResult

Add all componets to HBox

Create Hbox south

Create: btnOne, btnTen, btnHoundred

When btnOne pressed

bet = DOLLAR

when btnTen pressed

bet = TEN\_DOLLARS

when btnHoundred pressed

bet = HOUNDRED\_DOLLARS

All all components to Hbox

Create Vbox west

Create: lblRules, lblOneX, lblTwoX, lblThreeX

Add all components to Vbox

Create BorderPane stage

Set north to Top

Set center to center

Set bottom to south

Set left to west

Create BorderPane Border

Set stage to center

Create menu file

Create menu item: save, load, reset, exit

When saved pressed run (try-catch) WriteToFile() methhod

When load pressed run (try-catch) ReadFromFile() methhod

When reset pressed run resetGame method

When exit pressed close program

Add all items to menu

Create menu about

Create menu item: rules

When rules pressed run (try-catch) getNotePad() methhod

Add item to menu

Create menu bar

Add all menu to menu bar

Set menu bar to top of stage

When programing closing run closeProgram() method

**SlotRandomize**():

slotOne = generator.nextInt(6) + 1

slotTwo = generator.nextInt(6) + 1

slotThree = generator.nextInt(6) + 1

if slotOne = 1, 2 or 3

set slotOne to triangle

if slotOne = 4, 5

set slotOne to cirlce

if slotOne = 6

set slotOne to star

if slotTwo = 1, 2 or 3

set slotTwo to triangle

if slotTwo = 4, 5

set slotTwo to cirlce

if slotTwo = 6

set slotTwo to star

if slotThree = 1, 2 or 3

set slotThree to triangle

if slotThree = 4, 5

set slotThree to cirlce

if slotThree = 6

set slotThree to star

**Results**():

Create media files from files: Level-Up.wav, Failure.wav, Jackpot.wav

If slotOne = SlotTwo & SlotThree match

If slotOne equals triangles

Results += bet \* 1

Play Jackpot.wav

If SlotOne equals Circle

Results += bet \* 2

Play Jackpot.wav

If SlotOne equals Star

Results += bet \* 3

Play Jackpot.wav

Else If SlotOne equals SlotTwo or SlotThree

If SlotOne equals Triangle

Results += (bet \* .25 \* 1) - bet

Play Level-Up.wav

If SlotOne equals Circle

Results += (bet \* .25 \* 2) - bet

Play Level-Up.wav

If SlotOne equals Star

Results += (bet \* .75 \* 3) - bet

Play Level-Up.wav

Else if SlotTwo equals SlotThree

If SlotTwo equals Triangle

Results += (bet \* .25 \* 1) - bet

Play Level-Up.wav

If SlotTwo equals Circle

Results += (bet \* .25 \* 2) - bet

Play Level-Up.wav

If SlotTwo equals Star

Results += (bet \* .75 \* 3) - bet

Play Level-Up.wav

Else

Results -= bet

Play Failure.wav

Earnings += results

Set text for lblResults to $ + earnings

Reset results

Run CheckButtonState() method

Run setScore() method

Reset bet

**SetScore**():

Set text for lblWinningsArea to earnings

**TimeLine**():

Creat timeLine

For 10 times

Switching between frames till stop called

Do this by calling Spin() Method in the timeline every iteration

Play timeLine

**Spin**():

slotOne = generator.nextInt(3) + 1

slotTwo = generator.nextInt(3) + 1

slotThree = generator.nextInt(3) + 1

if slotOne == 1

set image in lblSlotOne to Triangle.png

if slotOne == 2

set image in lblSlotOne to Target.png

if slotOne == 3

set image in lblSlotOne to Cross.png

if slotTwo == 1

set image in lblSlotTwo to Triangle.png

if slotTwo == 2

set image in lblSlotTwo to Target.png

if slotTwo == 3

set image in lblSlotTwo to Cross.png

if slotThree == 1

set image in lblSlotThree to Triangle.png

if slotThree == 2

set image in lblSlotThree to Target.png

if slotThree == 3

set image in lblSlotThree to Cross.png

**ResetGame**():

Earnings = DEFAULT\_START

Run setScore() method

Pop up an alert box telling the player the games been reset

**WriteToFile**(): throws FileNotFoundException, IOException

Run NameFile() method

Write file to file named in NameFile() method

Close file

Pop up an alert box telling you that file was saved

**ReadFromFile**(): throws FileNotFoundException, IOException

Run NameFile() method

Read file from file named in NameFile() method

Run setScore() method

Pop up an alert box telling them file loaded

**FileNotFound**():

Pop up alert box telling user that file was not found

**NameFile**():

Pop up text input dialog asking for name of the file

strFilePath = results of that dialog box

**getNotePad**(): throws IOException

open About.txt

String[] params = {"cmd", "/c", pathpdf};

Runtime.getRuntime().exec(params);

**NoMoney**():

Pop up alert box telling user they don’t have enough money

Run resetGame() method

Run checkButtonState() method

**NoBet**():

Pop up alert box telling user they didn’t make a bet asking them to make one

**CheckButtonState**(): throws IOException

If earnings < 100

btnHoundred is disabled

If earnings < 10

btnTen is disabled

If earnings < 1

btnOne is disabled

If earnings >= 100

btnHoundred is enabled

If earnings >= 10

btnTen is enabled

If earnings >= 1

btnOne is enabled

**GameStart**(): throws IOException

Read file using default value of strFilePath

**closeProgram**():

pop up alert box asking if the user wants to quit

if yes save file to strFilePath

close file

close program