using System;

namespace CasinoGame

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter money:");

int money = int.Parse(Console.ReadLine());

TotalCash totalCash = new TotalCash(money);

string line;

Console.WriteLine("We have two machines: fruit and numbers.\nWrite which one do you want: ");

while ((line = Console.ReadLine()) != "end")

{

string[] splitLine = line.Split(' ', StringSplitOptions.RemoveEmptyEntries);

switch (splitLine[0])

{

case "fruit":

MachineType fruitMachine = new MachineType();

Console.WriteLine("How much do you want to cash in.");

int cashIn = int.Parse(Console.ReadLine());

if (cashIn > totalCash.Cash)

{

Console.WriteLine("You don't have enough money.");

}

else

{

totalCash.Cash -= cashIn;

Console.WriteLine("How much will you bet.\nBet:");

int bet = int.Parse(Console.ReadLine());

if (cashIn < bet)

{

Console.WriteLine("Bet cannot be higher");

break;

}

Console.WriteLine("You play with ''go''.");

Console.WriteLine("To change bet type ''bet''.");

while ((line = Console.ReadLine()) != "cash out")

{

splitLine = line.Split(' ', StringSplitOptions.RemoveEmptyEntries);

if (cashIn < bet)

{

Console.WriteLine("Not enough money");

break;

}

switch (splitLine[0])

{

case "bet":

Console.WriteLine("Change bet!");

bet = int.Parse(Console.ReadLine());

break;

case "go":

cashIn -= bet;

int win = fruitMachine.fruitMachine(bet);

cashIn += win;

Console.Write($"Cash: {cashIn} Bet:{bet}\nTotal cash: {totalCash.Cash}");

Console.WriteLine();

break;

default: break;

}

}

}

totalCash.Cash += cashIn;

break;

case "numbers":

MachineType numMachine = new MachineType();

Console.WriteLine("How much do you want to cash in.");

cashIn = int.Parse(Console.ReadLine());

if (cashIn > totalCash.Cash)

{

Console.WriteLine("You don't have enough money.");

}

else

{

totalCash.Cash -= cashIn;

Console.WriteLine("How much will you bet.\nBet:");

int bet = int.Parse(Console.ReadLine());

if(cashIn < bet)

{

Console.WriteLine("Bet cannot be higher");

break;

}

Console.WriteLine("You play with ''go''.");

Console.WriteLine("To change bet type ''bet''.");

while ((line = Console.ReadLine()) != "cash out")

{

splitLine = line.Split(' ', StringSplitOptions.RemoveEmptyEntries);

if(cashIn < bet)

{

Console.WriteLine("Not enough money");

break;

}

switch (splitLine[0])

{

case "bet":

Console.WriteLine("Change bet!");

bet = int.Parse(Console.ReadLine());

break;

case "go":

cashIn -= bet;

int win = numMachine.NumMachine(bet);

cashIn += win;

Console.Write($"Cash: {cashIn} Bet:{bet}\nTotal cash: {totalCash.Cash}");

Console.WriteLine();

break;

default: break;

}

}

}

totalCash.Cash += cashIn;

break;

default:break;

}

Console.WriteLine($"Total money {totalCash.Cash}");

Console.WriteLine("Try your luck on another machine or type 'end' to exit");

}

}

}

class MachineType

{

private int moneyIn;

public int Money

{

get { return this.moneyIn; }

set

{

this.moneyIn = value;

}

}

public void PrintMoney()

{

Console.WriteLine(this.moneyIn);

}

enum fruits

{

bananna =2,

apple,

cherry

}

public int fruitMachine(int bet)

{

Random rnd = new Random();

int[,] array2d = new int[,]

{

{rnd.Next(2,5),rnd.Next(2,5),rnd.Next(2,5) },

{rnd.Next(2,5), rnd.Next(2,5), rnd.Next(2,5) },

{rnd.Next(2,5), rnd.Next(2,5), rnd.Next(2,5) }

};

bool combination = false;

for (int i = 0; i < 3; i++)

{

bool done = true;

for (int j = 0; j < 3; j++)

{

if (array2d[i, 0] == array2d[i, 1] && array2d[i, 0] == array2d[i, 2] && done)

{

bet = bet \* array2d[i, 0];

combination = true;

done = false;

}

fruits fruit = (fruits)array2d[i, j];

Console.Write(fruit+" ");

}

Console.WriteLine();

}

if (combination)

{

return bet;

}

else

{

return 0;

}

}

public int NumMachine(int bet)

{

Random rnd = new Random();

int[,] array2d = new int[,]

{

{rnd.Next(2,5),rnd.Next(2,5),rnd.Next(2,5) },

{rnd.Next(2,5), rnd.Next(2,5), rnd.Next(2,5) },

{rnd.Next(2,5), rnd.Next(2,5), rnd.Next(2,5) }

};

bool combination = false;

for (int i = 0; i < 3; i++)

{

bool done = true;

for (int j = 0; j < 3; j++)

{

if (array2d[i, 0] == array2d[i, 1] && array2d[i, 0] == array2d[i, 2] && done)

{

bet = bet \* array2d[i, 0];

combination = true;

done = false;

}

Console.Write($"{array2d[i, j]} ");

}

Console.WriteLine();

}

if (combination)

{

return bet;

}

else

{

return 0;

}

}

}

class TotalCash

{

private int totalCash;

public TotalCash(int cash)

{

this.totalCash = cash;

}

public int Cash

{

get { return this.totalCash; }

set { this.totalCash = value; }

}

}

}