GUI
Project III

Create a simplified version of 'roulette' game. Using a JTable component create a vertical bar that will be used as an interface for making bets. That bar will contain 10 slots filled with numbers from 0 to 9. Background for even numbers will be coloured green. Background for odd numbers will be coloured red. By right-clicking on a field of a given color, the player will place his bet on that color. By left-clicking on a specific number, the player will place his bet on this number. After bets are placed, the player clicks on the button (use JButton here) that draws one number. Then it is checked which number and corresponding color were drawn, and information about the number rolled and is it a win or loss, is given via dedicated JTextFields. If the player wins, a bunch of balloons goes through the screen ;), reward coins are added to the player's purse and game is ready to accept a new bet. The game should also display the history of the last 5 draws along with information on whether they were won or lost - use JTextArea component for that.

Player gets some amount of coins at the start of the game and each 'roll' cost some amount of coins. If you win, the reward is equal to the doubled bet amount. The game ends when the player runs out of money for another bet or on the player's demand.