

Mr. Neat
Applied Computer Programming
Road Map to Making a Slot Machine
“Pseudo Code”

- 1) Ask the user how much money they have to spend and store the value
 - a) make a double variable
 - b) take the user's purse value from the keyboard to the double variable (cin)
- 2) Make your monitor look like a slot machine
 - a) draw a line
 - b) draw a box
 - c) draw a framed box
 - d) make a drawbox function
 - e) draw 3 framed boxes
 - f) make a box around the whole screen
 - g) make a box to show the purse value
- 3) Subtract a nickel (or whatever your slot machine coin is) from the purse
 - a) set the new value of the purse equal to the old value minus 5 cents (assuming nickel slots).
- 4) Make and store 3 (could be as many as you want) integers
 - a) make a single integer variable
 - b) store a random value in the integer variable
 - c) place the integer variable value on the screen at the desired location
 - d) put a)-c) in a loop that runs each time a key is hit
 - e) make two more integer variables
 - f) store a random value in the two new integer variables
 - g) place the two new integer variable values on the screen in the desired location
 - h) add the looping function so that all three values change each time a key is hit
- 5) Check to see if the integers are equal
 - a) make a boolean that is true if all three values are equal
- 6) If the integers are equal, add the jackpot to their purse
 - a) add the jackpot value (that you decided) to the purse variable
- 7) Write the present value of the user's purse to the screen
 - a) gotoxy to the proper location on the screen and write the purse variable value there
- 8) Ask the user if they want to play again
- 9) If so, go to step #3