

```

Main x
Enter a starting bankroll:
100

To add a session type A
To remove a session type R
To see stats type S
To quit type Q
a
Type C to add a cash game or T to add a tournament
t
Buy-in:
10
Cashout:
75
How many players were in the tournament?
100
How long did you play in minutes?
300

To add a session type A
To remove a session type R
To see stats type S
To quit type Q
s
Type T to see tournament Stats
Type C to see Cash Game Stats
Type F to see a full report
t
|Tournament Stats|
Total Profit: 65.0
ROI: 6.5
Hourly: 13.0
Tournaments played: 1

```

Begin the programming by running the “Main.java” you will be prompted to enter an initial bankroll in \$

After this, a menu is brought up with options for adding removing or viewing stats

Here I show how to add a tournament with a typical buy-in, cash-out, size, and duration.

Next I show how to view the tournament stats

```

Main x
↑
↓
↶
↷
Type C to add a cash game or T to add a tournament
c
Buy-in:
50
Cashout:
60
What was the Big Blind?
.5
How long did you play in minutes?
60

To add a session type A
To remove a session type R
To see stats type S
To quit type Q
s
Type T to see tournament Stats
Type C to see Cash Game Stats
Type F to see a full report
c
[Cash Game Stats]
Total Profit: 10.0
Big Blinds per hour: 20.0
Hourly: 10.0
Hours played: 1.0
```

Next I show how to add a cash game session with typical buy-in cash-out, big blind, and duration.

Next I show how to see the Cash Game Stats report

```
To add a session type A
To remove a session type R
To see stats type S
To quit type Q
```

```
s
```

```
Type T to see tournament Stats
Type C to see Cash Game Stats
Type F to see a full report
```

```
f
```

```
|Tournament Stats|
Total Profit: 65.0
ROI: 6.5
Hourly: 13.0
Tournaments played: 1
|Cash Game Stats|
Total Profit: 10.0
Big Blinds per hour: 20.0
Hourly: 10.0
Hours played: 1.0
Bankroll: $175.0
```

Then I show how to see a full report of both tournament and cash game stats. Notice that the bankroll includes profits from both the tournament stats and the cash game stats as well as the initial bankroll investment. If money were lost in a game, the bankroll would decrease.

```
To add a session type A
To remove a session type R
To see stats type S
To quit type Q
r
Type C to remove a cash game or T to remove a tournament
c
Type L to remove the last Cash Game or I to remove a Cash Game by index
l

To add a session type A
To remove a session type R
To see stats type S
To quit type Q
r
Type C to remove a cash game or T to remove a tournament
t
Type L to remove the last tournament or I to remove a tournament by index
i
Index:
0
```

Finally, I show how to remove a session using either an index or just by removing the last sessions entered.

Then to end the program you simply type Q as the menu indicates.