

Function Name:
Name of the function that can be called using `spin_roulette()`

Parameters:
Variables (inputs) that can be used in the function's body

Default Values:
Values used if nothing is provided when the function is called

```
spin_roulette = function( pockets = c("00", 0:36)){  
  n <- length(pockets)  
  draw_pocket <- sample(n, 1)  
  spin <- pockets[draw_pocket]  
  return(spin)  
}
```

Function Body:
Statements in between {} that are run when the function is called

Return Value:
Output of your function computed within function body