Today you're going to be working with implementing a slot machine (like those in Vegas). The ones where when you pull a lever, it displays three objects on the screen. For example: (7,7,7), (cherry, 7, bar), etc…
 You win a certain amount of coins based on what is displayed on the screen. This is where you'll be simulating that.

I have attached two python files for you, but you're only supposed to modify "SlotMachine.py". DO NOT change "SlotMachineSim.py" under any circumstances. The SlotMachineSim.py file is what you will be running to test your simulation.

First thing's first:
You will need a text editor to be able to modify your code. I'd recommend you use Sublime Text 2 or 3.
You will also need to have Python installed. A quick googling around will help you with that.
This simulation will have to be run on the terminal cmd line. I'd recommend you learn how to navigate your way around using the terminal command. For now the main useful terminal commands are:
cd directory_to_go_to/: which you use to change to the directory you want
dir : Shows you all the folders in the current directory.
python your_code.py: Assuming you got everything working correctly, this is what you'll be using to run your code.

On to the project:
You will have to implement three methods in the SlotMachine.py file: **getSlotIndex, pullLever, getScore.**
These methods are what you define to do a specific task.
Anything with a "#" sign preceding it will be a comment that will not be ran with the code and will be ignored. There will be comments above the specific methods explaining what each does.

Hints (Some definitions and extras): Good luck!
A class is like: In the real world, you'll often find many individual objects all of the same kind. There may be thousands of other bicycles in existence, all of the same make and model. Each bicycle was built from the same set of blueprints and therefore contains the same components.

You're allowed to define variables to store things as you please. To define a variable, just simply store something by declaring the variable name and assigning something to it. For example: myAge = 18
Any variables inside the methods can only be seen in the methods (so anything outside of the methods can't access it).
Any variables defined outside of methods but inside the class are accessible to all methods in that class. To access that variable, just call self.variableName

An array is a variable that holds a list of things. Take a look at slotIndex variable in SlotMachine.py
To use conditional statements (if, elif, else) take a look at the SlotMachineSim.py file.