

## APCS – Mr. Ascione

### Slot Machine – Version 1

Build a console based Slot Machine program. Use the files provided as a guide:

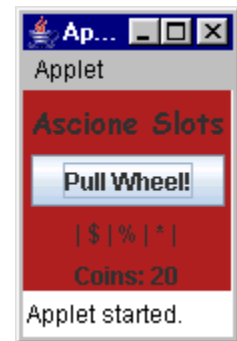
Wheel.java

SlotMachine.java

You will then create a SlotsRunner.java

### Slot Machine – Version 2

**Spec:** Using the push counter applet on p.277 of your text as a template, you will build a simple Applet version that uses a button to pull the lever of your Slot Machine and display's the resulting String in a JLabel. You will also use coins to keep track of wins/losses just like you did in version 1. You should NOT have to modify your Wheel and Slot Machine to build this new client. That is the beauty and power of OOP... true portability / re-usability of code.



### Slot Machine – Version 3

**Spec:** Build a more advanced GUI that displays different pictures in each of 3 labels depending upon the String value of each wheel. `getWheelFace()` in your slot machine allows you to do this:

```
/** Takes the number wheel as a parameter (1,2,3) and returns the appropriate value.  
 *   For example if the client program needs the String value of wheel 1, it will  
 *   call this method with getWheelFace(1)*/  
public String getWheelFace(int wheel)
```

Now based upon the String value of each wheel, the client can use this value to display an appropriate gif or jpg in a label. Use the `IconExampleApplet`(on the server) as a guide for how to do this.

There is no limit to what you can do with this program... use your imagination. You can decide on your own payouts, images, use animated gifs, different Layout Managers etc. Remember that everything Java is included in the API, look there often and build a program that you can be proud of. Plus... you built it, so you get to play it (provided all of your work is done).

