Computer Programing 1

The Slot Machine Application

Public Class Form1

Private Sub btnPull\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnPull.Click

Randomize()

Static tokens As Integer = 100

Dim number1 As Integer

Dim number2 As Integer

Dim number3 As Integer

If tokens = 0 Then 'check to see if player has tokens

MessageBox.Show("You are out of tokens.")

ElseIf tokens < 0 Then

MessageBox.Show("Borrow more money from Mr.P.at an inflated Interest Rate ")

Else

tokens -= 4

Me.lblTokens.Text = tokens

'Generate random numbers for each wheel

number1 = Int(3 \* Rnd()) + 1

Me.lblWheel1.Text = number1

number2 = Int(3 \* Rnd()) + 1

Me.lblWheel2.Text = number2

number3 = Int(3 \* Rnd()) + 1

Me.lblWheel3.Text = number3

If number1 = number2 And number2 = number3 Then

Select Case number1

Case 1 '1 1 1 case (win 4 tokens)

tokens += 4

MessageBox.Show("You get 4 tokens!")

Case 2 '2 2 2 case (win 8 tokens)

tokens += 8

MessageBox.Show("You get 8 tokens!")

Case 3 '3 3 3 case (win 12 tokens)

tokens += 12

MessageBox.Show("You get 12 tokens!")

End Select

Else 'one of the winning combinations did not appear

MessageBox.Show("You lost.")

End If

End If

Me.lblTokens.Text = tokens

End Sub

Private Sub Form1\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

End Sub

End Class