'Slot Machine Game

'October 2017

PublicClassForm1

PrivateSubbtnPull\_Click**(**ByValsenderAsSystem**.**Object**,** ByValeAsSystem**.**EventArgs**)** HandlesbtnPull**.**Click

Randomize**()**

StatictokensAsInteger **=** 100

Dimnumber1AsInteger

Dimnumber2AsInteger

Dimnumber3AsInteger

Iftokens **=** 0Then'check to see if player has tokens

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

ElseIftokens **<** 0Then

MessageBox**.**Show**(**"go barrow more money from Parker"**)**

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

Ifnumber1 **=** number2Andnumber2 **=** number3Then

SelectCasenumber1

Case1'1 1 1 case (win 4 tokens)

tokens **+=** 4

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

Case2'2 2 2 case (win 8 tokens)

tokens **+=** 8

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

Case3'3 3 3 case (win 12 tokens)

tokens **+=** 12

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

EndSelect

Else'one of the winning combinations did not appear

MessageBox**.**Show**(**"You lost."**)**

EndIf

EndIf

Me**.**lblTokens**.**Text **=** tokens

EndSub