

CASINO SIMULATOR

```
#include <stdio.h>

#include <stdlib.h>

#include <time.h>


int main() {

    int balance = 1000;

    int bet, guess, number;

    char play = 'y';


    srand(time(NULL));


    while (play == 'y' || play == 'Y') {

        printf("\nYour balance: %d\n", balance);

        printf("Enter your bet: ");

        scanf("%d", &bet);


        if (bet > balance || bet <= 0) {

            printf("Invalid bet!\n");

            continue;

        }


        printf("Guess a number (1-10): ");

        scanf("%d", &guess);
```

```
if (guess < 1 || guess > 10) {  
    printf("Invalid number! Please enter a number between 1 and 10.\n");  
    continue;  
}  
  
number = (rand() % 10) + 1;  
  
if (guess == number) {  
    printf("You win! The number was %d\n", number);  
    balance += bet * 5;  
} else {  
    printf("You lose! The number was %d\n", number);  
    balance -= bet;  
}  
  
if (balance <= 0) {  
    printf("You are out of money! Game over.\n");  
    break;  
}  
  
printf("Play again? (y/n): ");  
scanf(" %c", &play);  
}  
  
printf("\nFinal balance: %d\n", balance);  
return 0;  
}
```