

# 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;  
}
```