Alexander Laudino CSC 161-04

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Lab Assignment 5 – Slot Machine Simulation

SlotMachine.java

// Import classes

// Dialog box class

// Decimal format class

// Random class

SlotMachine class

// Main method

// Declare and initialize variables

// String[] images = {“Cherries”, “Oranges”, “Plums”, “Bells”, “Melons”, “Bars”};

// int min = 0;

// int max = images.length;

// double totalEntered = 0;

// double moneyWon = 0;

// double totalWon = 0;

// String playAgain = “Yes”;

// Create DecimalFormat class to format output;

// Create Random class object

// do-while loop

// while loop to validate moneyEntered is a double type

// try

// double moneyEntered = user input;

// break out of moneyEntered validation loop;

catch moneyEntered != double type;

// String slot0 = images[rand(min, max)];

// String slot1 = images[rand(min, max)];

// String slot2 = images[rand(min, max)];

// Display slot0, slot1, and slot2;

// boolean match0 = slot0.equals(slot1);

// boolean match1 = slot0.equals(slot2);

// boolean match2 = slot1.equals(slot2);

// if match0 && match1

// moneyWon = moneyEntered \* 3;

// Display moneyWon;

// else if match0 || match1 || match2

// moneyWon = moneyEntered \* 2;

// Display moneyWon;

// totalEntered = totalEntered + moneyEntered;

// totalWon = totalWon + moneyWon;

// playAgain = user input(play again? Enter no to quit.);

while !playAgain.toLowerCase.equals(“no”);

// Display totalEntered;

// Display moneyWon;