

PA #7

11/20/2020

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① class Roulette (object):

```
def __init__(self, number-spins):  
    self.spins = number-spins
```

```
def spin(self, spin-num):  
    self.spin-num = spin-num, rand.  
    randint(0, 36)  
    last-spin = self.spin-num
```

```
def isRed(self):  
    if spin-num >= 1 and spin-num <= 10 or  
    spin-num >= 19 and spin-num <= 28:  
        if spin-num % 2 != 0:  
            num-color = 'red'  
        else:  
            num-color = 'black'  
        last-spin = self.spin-num
```

```
    if spin-num >= 11 and spin-num <= 18 or  
    spin-num >= 29 and spin-num <= 36:  
        if spin-num % 2 != 0:  
            num-color = 'black'  
        count last-spin = self.spin-num  
    else:
```

```
        num-color = 'red'  
        last-spin = self.spin-num  
    return if spin-num == 0:  
        return false
```

```
def isBlack(self):  
    Roulette.isRed()
```

```
    if spin-num == 0:  
        return False
```

```
(2) def Roulette(1000000):
```

```
    count_red = 0
```

```
    if isRed() = True:
```

```
        count_red += 1
```

```
    else:
```

```
        count_red -= 1
```

```
    return count_red
```