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1 //programmer: Aaron Yoon
2 //date: 10/24/22
3 //project: slot machine simulation
4 using System.Text;
5
6 namespace Slot_machine
7 {
8     public partial class Form1 : Form
9     {
10         System.Random r = new System.Random((int)
            System.DateTime.Now.Ticks);
11         int bet = 0;
12         int jackpot = 1000;
13         int timesPlayed = 0;
14         bool jackpotEnabled = false;
15         public Form1()
16         {
17             InitializeComponent();
18         }
19
20         private void Form1_Load(object sender, EventArgs e)
21         {
22
23
24
25
26         }
27
28         private void btnQuit_Click(object sender, EventArgs e)
29         {
30             this.Close();
31         }
32
33         private void btnSpin_Click(object sender, EventArgs e)
34         {
35             int reel1 = r.Next(1, 6);
36             int reel2 = r.Next(1, 6);
37             int reel3 = r.Next(1, 6);
38
39             timesPlayed += 1;
40
41             txtMoneyCache.Text = (int.Parse(txtMoneyCache.Text) -
                getRadBet()).ToString();
42             lblJackPot.Text = (int.Parse(lblJackPot.Text) + bet).ToString
                ();
43             setPics(reel1, reel2, reel3);
44
45             if (jackpotEnabled && gotJackpot(reel1, reel2, reel3))
46             {
```

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47         txtMoneyCache.Text = (int.Parse(txtMoneyCache.Text) +  
            int.Parse(lblJackPot.Text)).ToString();  
48         lblJackPot.Text = 1000.ToString();  
49         MessageBox.Show("CONGRATS!!!", "YOU WIN!!!",  
            MessageBoxButtons.OK, MessageBoxIcon.Error);  
50         timesPlayed = 0;  
51     }  
52  
53     lblDebug.Text = "Times played: " + timesPlayed.ToString();//  
        reel1.ToString() + reel2.ToString() + reel3.ToString();  
54 }  
55  
56 private void txtMoneyCache_TextChanged(object sender, EventArgs e)  
57 {  
58     try  
59     {  
60         if (int.Parse(txtMoneyCache.Text) >= bet)  
61             btnSpin.Enabled = true;  
62         else  
63             btnSpin.Enabled = false;  
64     }  
65 }  
66 catch  
67 {  
68     MessageBox.Show("Insufficient credits!");  
69 }  
70  
71 }  
72  
73 private void loopDeLoop()  
74 {  
75  
76 }  
77  
78 private void timer1_Tick(object sender, EventArgs e)  
79 {  
80     //loopDeLoop();  
81 }  
82  
83 private int getRadBet()  
84 {  
85     if (radBet1.Checked)  
86         bet = 1;  
87     else if (radBet2.Checked)  
88         bet = 2;  
89     else if (radBet3.Checked)  
90         bet = 3;  
91     else if (radBet4.Checked)  
92         bet = 4;
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```
93         else if (radBet5.Checked)
94             bet = 5;
95         else
96             MessageBox.Show("how did we get here?");
97
98         if(bet == 5 )
99             jackpotEnabled = true;
100        else
101            jackpotEnabled = false;
102
103        return bet;
104    }
105
106    private bool gotJackpot(int roll1, int roll2, int roll3)
107    {
108        return (roll1 == roll2 && roll1 == roll3);
109    }
110
111    private void lblDebug_Click(object sender, EventArgs e)
112    {
113
114    }
115
116    private void setPics(int roll1, int roll2, int roll3)
117    {
118        //sponge = 1
119        //patrick = 2
120        //krabs = 3
121        //skidward = 4
122        //plankton = 5
123
124        if (roll1 == 1)
125            picReel1.Image = imgSpangBob.Image;
126        else if (roll1 == 2)
127            picReel1.Image = imgPatrick.Image;
128        else if (roll1 == 3)
129            picReel1.Image = imgKrabs.Image;
130        else if (roll1 == 4)
131            picReel1.Image = imgSkidward.Image;
132        else
133            picReel1.Image = imgPlonktan.Image;
134
135        if (roll2 == 1)
136            picReel2.Image = imgSpangBob.Image;
137        else if (roll2 == 2)
138            picReel2.Image = imgPatrick.Image;
139        else if (roll2 == 3)
140            picReel2.Image = imgKrabs.Image;
141        else if (roll2 == 4)
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```
142         picReel2.Image = imgSkidward.Image;
143     else
144         picReel2.Image = imgPlonktan.Image;
145
146     if (roll3 == 1)
147         picReel3.Image = imgSpangBob.Image;
148     else if (roll3 == 2)
149         picReel3.Image = imgPatrick.Image;
150     else if (roll3 == 3)
151         picReel3.Image = imgKrabs.Image;
152     else if (roll3 == 4)
153         picReel3.Image = imgSkidward.Image;
154     else
155         picReel3.Image = imgPlonktan.Image;
156 }
157
158 private void picReel1_Click(object sender, EventArgs e)
159 {
160
161 }
162
163 private void pictureBox1_Click(object sender, EventArgs e)
164 {
165
166 }
167 }
168 }
```