**JanduraFinalProject**

*Methods*

* start(): @param primaryStage, no @return
* validateInput(): @param double bet, @return boolean
* setImages(): no @param, no @return

*Attributes*

* inputBet: TextField
* betLabel: Label
* winningsLabel: Label
* outputLabel: Label
* imageView1: ImageView
* imageView2: ImageView
* imageView3: ImageView

**JanduraPlayer**

*Methods*

* JanduraPlayer(): no @param, no @return
* increaseWinnings(): @param double x, no @return
* getWinnings(): no @param, @return double totalWinnings
* getBet(): no @param, @return double totalBet
* getRoundWinnings(): no @param, @return double roundWinnings
* placeBet(): @param double bet, no @return

*Attributes*

* totalWinnings: double
* totalBet: double
* roundWinnings: double

**JanduraSlotMachine**

*Methods*

# spinMachine(): no @param, no @return

# compareImages(): @param double bet, @return bet

* getImage1(): no @param, @return firstImage
* getImage2(): no @param, @return secondImage
* getImage3(): no @param, @return thirdImage

*Images*

* firstImage: Int
* secondImage: Int
* thirdImage: Int
* - - - - >

<<interface>>

**JanduraSpinMachine**

*Methods*

/+ spinMachine(): no @param, no @return