// GIVEN FOR HW5 Use this file and delete this line \*\*\*\*\*\*\*\*\*\*\*

// name

// date

// honor code

// description

// pseudocode

import java.util.Scanner;  
  
// A "casino" class  
public class Casino {  
  
 public static void main(String Args[]) {  
  
 // four reference variables, gambler1, gambler2, gambler3, gambler4,   
 // each of which references a new instance of an object of type Gambler,  
 // created using the non-standard constructor  
  
  
  
 // set winning percentage for each player (sample percentages)  
 // gambler1 has winning percentage of 0.34  
 // gambler2 has winning percentage of 0.21  
 // gambler3 has winning percentage of 0.59  
 // gambler4 has winning percentage of 0.51  
  
  
 // invoke the getGamblerName and getWinningPercentage methods  
 // for each Gambler object, to retrieve that information, and print  
 // it to the screen  
  
  
 // create a variable, keyboard, of type Scanner, and set it  
 // equal to a new object of type Scanner, that "listens" to  
 // System.in   
  
  
  
  
  
 // a while loop, with a "true" conditional  
 while (true) {  
 // For each of the four gamblers, retrieve the gambler's name, how much money hey/she spent,  
 // how much money he/she currently has, and the gambler's net profit. Print that information  
 // to the screen. Look at the homework handout for sample output   
 // use a System.out.print statement to ask how much money each gambler should bet.   
 // Then declare a variable dollarsBet of type double, and set its value to the keyboard's  
 // keystroke (be sure to use keyboard.nextDouble()).  
 // If the user enters 0, then issue a break statement, so that the while loop terminates  
 // Else, invoke the gambleAnotherRound method of each Gambler, and pass it the variable dollarsBet   
 }  
  
 }  
}