**Pseudocode Assignment #2**

**Code:**

Module main ()

//local variables to hold money values

DECLARE real money, doubleMoney, tripleMoney

DISPLAY “Welcome to the slot machine!”

//Get amount of money to wager

Set money = getMoney ()

Set doubleMoney = money \* 2

Set tripleMoney = money \* 3

Declare integer Digit1, Digit2, Digit 3

Set Digit1 = getDigit ()

Set Digit2 = getDigit ()

Set Digit3 = getDigit ()

If (Digit1 == Digit2) and (Digit1 == Digit3)

DISPLAY “3 matched. You have won tripleMoney”

Else If (Digit1 == Digit2)

DISPLAY “2 matched. You have won doubleMoney”

Else If (Digit1 == Digit3)

DISPLAY “2 matched. You have won doubleMoney”

Else If (Digit2 == Digit3)

DISPLAY “2 matched. You have won doubleMoney”

Else

DISPLAY “You won nothing”

End Module

Function Real getMoney()

Declare Real betMoney

Display “How much money would you like to wager?”

Input betMoney

Return betMoney

End Function

Function Real getDigit ()

Declare Real digit = random(1,6)

If random(1, 6) = 1 Then

DISPLAY “cherries”

Else If random(1, 6) = 2 Then

DISPLAY “oranges”

Else If random(1, 6) = 3 Then

DISPLAY “plums”

Else If random(1, 6) = 4 Then

DISPLAY “bells”

Else If random(1, 6) = 5 Then

DISPLAY “melons”

Else

DISPLAY “bars”

Return digit

End Function