**Slot Machine**

A slot machine is a type of casino game that features three or more spinning reels. The reels display symbols or icons that, when they line up in certain combinations, result in a win.

**Project:**

This Python code defines a class called SlotMachine, which simulates a slot machine game. The game has several methods, including:

\_\_init\_\_(self) - the constructor method that initializes the class variables

add\_money(self, amount: int) -> None - a method that allows the player to add money to their balance

remove\_money(self, amount: int) -> None - a method that removes money from the player's balance

play(self) -> str - the main method that simulates playing the slot machine game

The play() method takes user input for the amount they want to bet, generates a list of 5 random icons from a predefined list of icons, and displays the icons on the screen. It then checks the number of unique icons in the list and determines the winnings based on the number of identical icons.

The main program prompts the user to insert money and creates a new instance of the SlotMachine class. It then presents the user with several options: start the game, exit the game, or add more money. If the user chooses to start the game, the play() method is called, and the results are displayed on the screen. If the user chooses to add more money, the add\_money() method is called, and the new balance is displayed on the screen. If the user chooses to exit the game, the program removes any remaining balance from the player's account and terminates the game.

**Unit Testing**

This code contains a set of unit tests for a slot machine game written in Python using the built-in unittest module. The tests verify that the SlotMachine class methods function correctly and produce the expected output. The tests check the initialization of the class attributes, the adding and removing of money, and the playing of the game.