



# BridgeLabz

Employability Delivered

## Gambling Simulation Problem

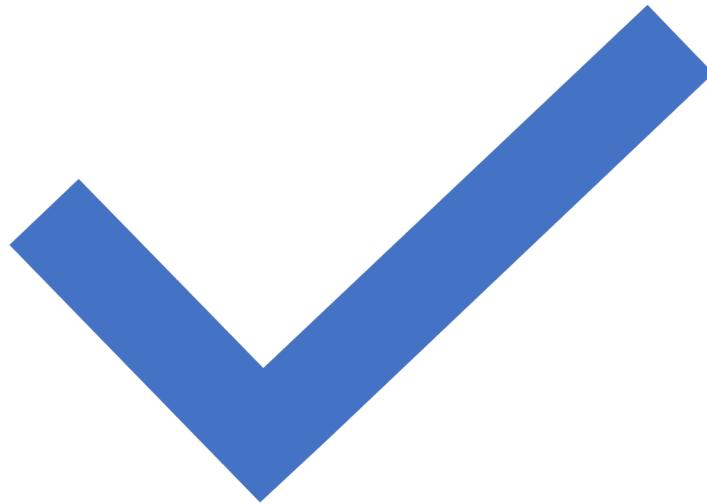
# Coding Rules

- Focus is a proper use of Programming Constructs – Statements, Selections and Loops
- Use of proper names for the File Names, Variables and Constants
- Use of Proper Indentations
- Every Use Case (UC) results in a New Method.
- Ensure the Program is tested and working before moving on to a New Use Case.
- Follow Programming Hygiene and DRY principle
- Avoid Printing to standard terminal instead use debug
- No Commented Codes

# Workshop Rules

- Please keep your Video on through out the duration of Workshop
- In the Chat Box Lead Mentor would UC # Starter (e.g. UC 1 Started)
- Participants will be given 10 Mins to write the Code.
- Once the Code is Finished Participants will write in the Chat Box UC # Done (e.g. UC 1 Done)
- In the order of UC done, You will be asked to showcase your code by Screen Sharing
- Using the Chat Box Window, we will analyze the participants. So it is important for participant to record when UC # done.
- During Showcase the Participant will be analyzed on 3 parameters
  - - Coding
  - - Logical
  - - Communicational Skills
- After 2 Hours there will be a 10 minute break window. Participants can use this window to catch up.
- In the End All the Participant Code will be reviewed and the recommendations will be provided.

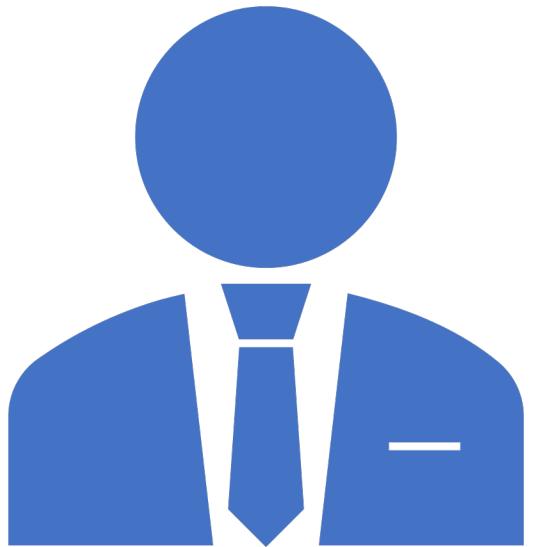
# GIT Flow Expectations



- Create Repo for this Program
- Add and Commit Files as it is created
- Follow Commit Message Hygiene
- During Commit specify Add or Refactor in the message beginning
- Create Branch for Every Use Case
- Testing the Program before pushing to Remote
- Merge and Resolve Conflicts
- Ability to look into History of Files
- Comfortable with Git Commands
- On Completion of every UC, do the following
  - Merge Local Branch with Local Master
  - Push to Remote Branch
  - Merge Local Master with Local Branch
  - Push Local Master to Remote Master

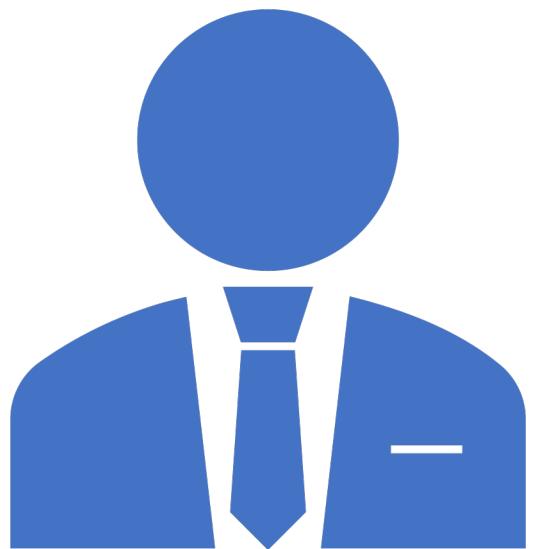
# Gambling Simulator

This problem simulates a Gambler who starts with a stake and bets every game to win or loose some stake. Being a Calculative Gambler exits if the Stake reaches a high or a low limit



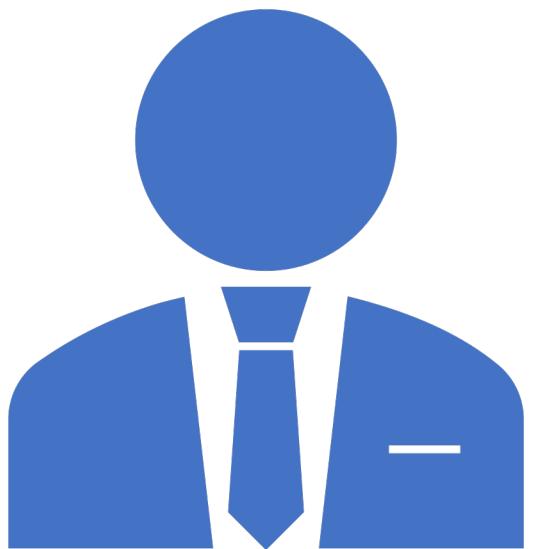
**UC 1**

As a Gambler, would start with a stake of \$100 every day and bet \$1 every game.



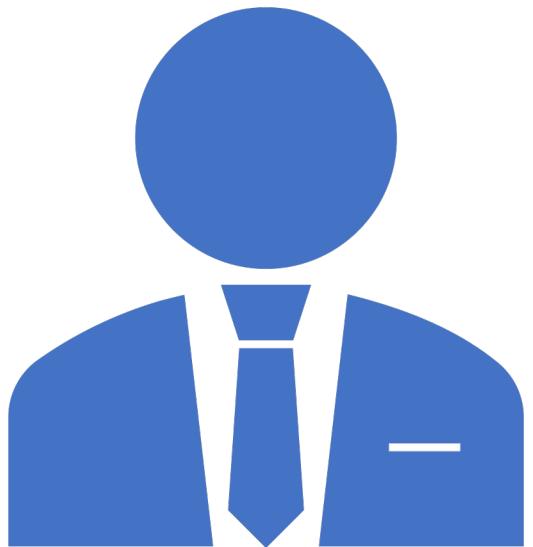
**UC 2**

As a Gambler make \$1 bet so either win or loose \$1



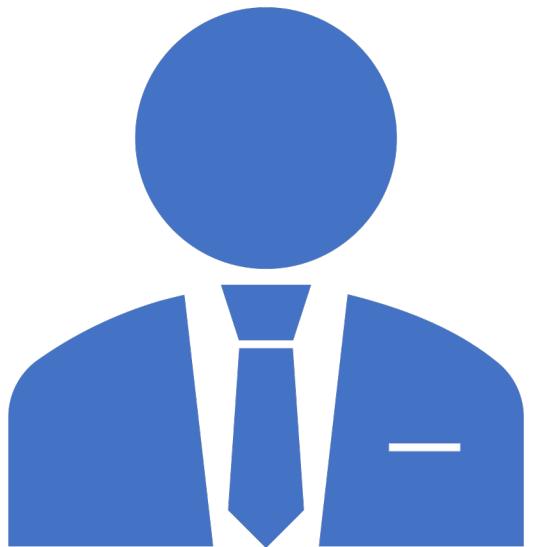
**UC 3**

As a Calculative  
Gambler if won or lost  
50% of the stake,  
would resign for the  
day



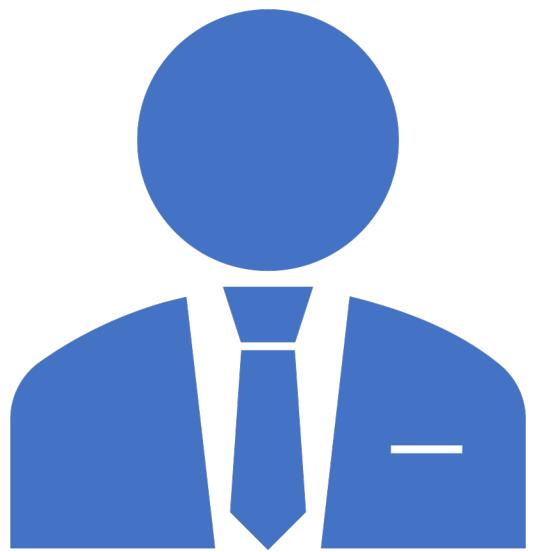
**UC 4**

After 20 days of playing every day would like to know the total amount won or lost.



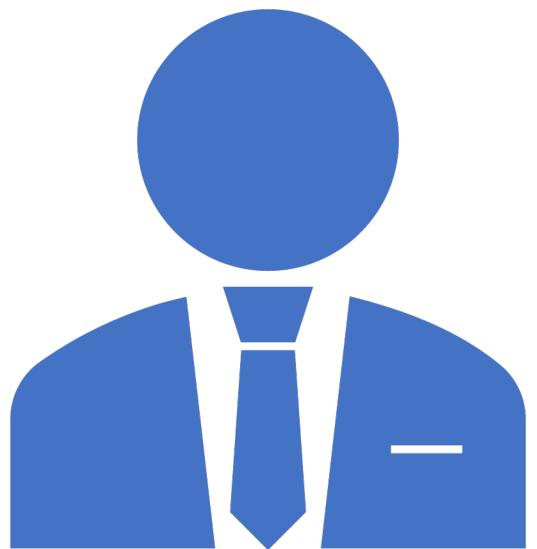
**UC 5**

Each month would like to know the days won and lost and by how much.



**UC 6**

Would also like to  
know my luckiest day  
where I won maximum  
and my unluckiest day  
where I lost maximum



**UC 7**

If won would like to  
continue playing next  
month or stop  
**Gambling**



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Thank  
You