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1. The hardest part in Project 6 was creating the evaluateWheel() function and making sure that no wheel results overlap for a return number. The if else statements in the function may have been extraneous or I could have simplified many of them, but I just continued to add onto them whenever I found a test case that resulted in error.
2. - SlotMachine s(A, A, A, “AKQJ987”, 100) and successfully returned 10 and made bank 1100

- SlotMachine s(8, 8, 8, “AKQJ987”, 100) and successfully returned 7 and made bank 800

- SlotMachine s(A, A, 8, “AKQJ987”, 100) and successfully returned 5 and made bank 600

- SlotMachine s(A, K, Q, “AKQJ987”, 100) initially didn’t return 5 but after tweaking evaluateWheels, successfully returned 5 and made bank 600.

* SlotMachine(Q, K, A, “AKQJ987”, 100) initially didn’t return 5 but after tweaking evaluateWheels, successfully returned 5 and made bank 600

- SlotMachine s(8, 8, A, “AKQJ987”, 100) successfully returned 4 and made bank 500

- SlotMachine s(8, 8, K, “AKQJ987”, 100) successfully returned 3 and made bank 400

- SlotMachine s(A, K, 8, “AKQJ987”, 100) successfully returned 1 and made bank 200

- SlotMachine s(K, Q, 8, “AKQJ987”, 100) successfully returns 0 and made bank 0