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Introduction to Programming Concepts

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18 March 2018

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| **Input** | **Process** | **Output** |
| Enter how much money you want to bet | The bet must be more than zero and less than or equal to how much money you have. If your horse wins the race you win x10 the amount you bet. If you lose all your money the game is over. You can also leave the game after you win or lose. | If the horse wins the race let the user know. Show the user how much money he/she has after each race. Give the user the option to stop gambling after each race. If the user chooses to stop, show him/her how much money he/she now has. |
| Enter the horse number you want to bet on |