## Slotmachine will manage bankMenu

* + 1. BankMenu can update balance with a deposit.
    2. BankMenu can update balance with a withdrawal.
    3. BankMenu can return to mainMenu

## Slotmachine will manage mainMenu

* + 1. MainMenu can send user to bankMenu
    2. MainMenu can send user to gameMenu
    3. MainMenu can close the game safely

## SlotMachine can manage GameMenu.

* + 1. GameMenu can spin a game and update balance.
    2. GameMenu can set betAmount.

My program is a slot Machine with a GUI.

It is required to be able to handle and keep track of Balance amount accurately in every Menu and updated correctly when any function is called.

When it is spun the GUI is updated with the new images and potentially displays a winning Symbol and a Label that displays the amount won and the winning multiplier. It also updates the GUI with the new Balance.

The user can change the bet amount by clicking on the buttons on the GUI labelled with their respective betAmounts.

In bankMenu the user can deposit an amount of money between 1-10000 euro.

The user can also withdraw any amount between 1 and their balance amount.

When the program is exited it keeps track of the balance amount so when it is ran again the balance is transferred over from the last instance to the new instance.