

Assignment 7

Develop a Roulette Game for Android (cont...)

Extending Assignment 6, here, we are adding certain rules to play *Roulette game* game which are explained below.

Input: *Amount* (in INR) and *Choice*

Amount: You are supposed to enter an amount, let's say INR 500 and you will get the chance to spin the wheel 5 times, i.e., each trial will cost INR 100 and after each trial, INR 100 will be deducted from *Amount*.

Choice: You are supposed to give any one choice out of following four choices during each trial. If after each trial, the output of Roulette game is same as choice given by you for that trial, you will get reward (in INR) as mentioned below:

- | | |
|---|------------------|
| 1. Choice 1: Any odd number between 0 to 36 | Reward: INR 100 |
| 2. Choice 2: Any even number between 0 to 36 | Reward: INR 100 |
| 3. Choice 3: Any Prime number between 0 to 36 | Reward: INR 500 |
| 4. Choice 4: A fixed number between 0 to 36 | Reward: INR 5000 |

Output: For each trial, your program should print following parameters as output:

Trial_number, Remaining_amount, Reward_earned, Trial_left

And after completion of all trials, you are supposed to display

Amount_invested, Total_rewards_earned and ***Net_profit/Net_loss*** earned.

Trial_number indicates how many attempts/trial have been made till now.

Remaining_amount is the Amount left after all trial made till now

Reward_earned means the money you earned after rotation

Trial_left indicates the number of attempt you have.

Amount_invested denotes the initial amount you bet for.

Total_rewards_earned is the total money (in INR) you earned after completion of game/trials.

Net_profit/Net_loss indicates the profit/loss you got.

NOTE: You are not supposed to quit the game without completion.