

## Software Development Project

### Project Statement

Develop an application that simulates a slot machine. The player starts out with 10 coins, each coin has the value of 25 cent. For each play, the player can bet 1 to 4 coins. If the player enters 0 as the number of coins to bet, then the game will stop. At the end of the game, the program displays the number of coins left and how much the player has won or lost in euros. There are three slots in the machine and each slot will display one of the three possible pieces: Bell, Grape and Cherry. When certain combinations appear on the slots, the machine will pay the player. The payoff combinations are as follows:

No.	Combination			Payoff (* Betting Amount)
1	Bell	Bell	Bell	10
2	Grapes	Grapes	Grapes	7
3	Cherry	Cherry	Cherry	5
4	Cherry	Cherry	?	3
5	Cherry	?	Cherry	3
6	?	Cherry	Cherry	3
7	Cherry	?	?	1
8	?	Cherry	?	1
9	?	?	Cherry	1

The symbol ? means any piece. If the player bets 4 coins and gets combination 5, for example, the machine pays the player 12 coins.

Use Object Oriented Programming principles to separate the logic and functionality of the application into separate appropriate classes and methods.