

course name : problem-solving method

course id : 14513008

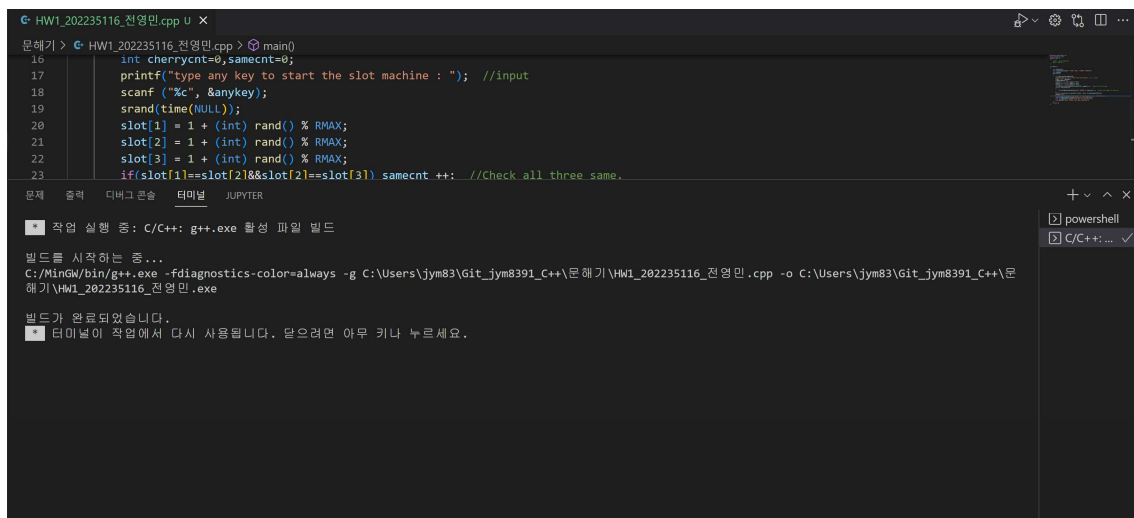
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submission date : 2022.09.04.

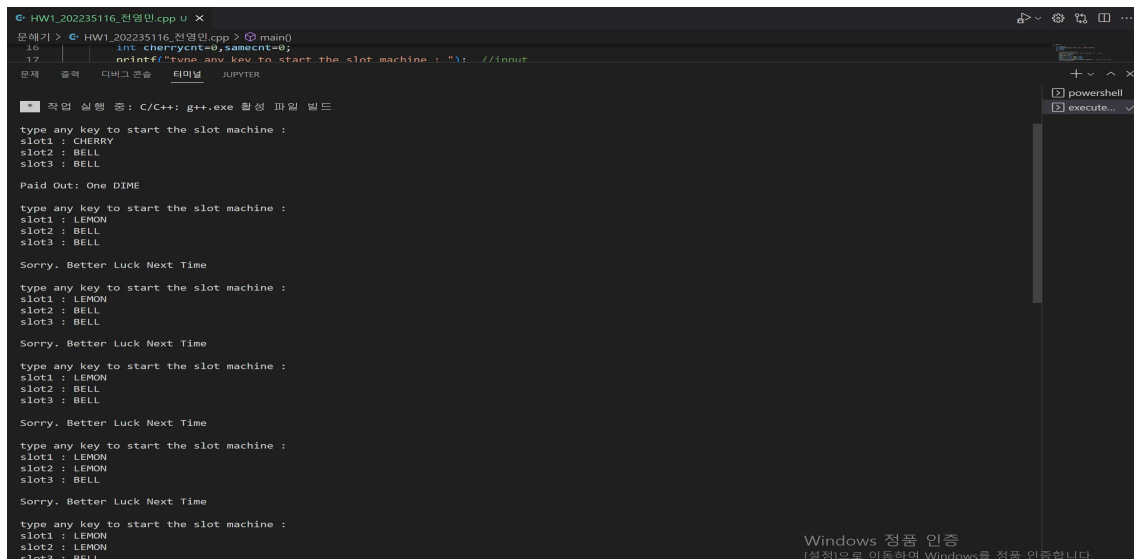
Compile result :



```
HW1_202235116_전영민.cpp U X
문제기 > HW1_202235116_전영민.cpp > main()
16 int cherrycnt=0,samecnt=0;
17 printf("type any key to start the slot machine : "); //input
18 scanf ("%c", &anykey);
19 srand(time(NULL));
20 slot[1] = 1 + (int) rand() % RMAX;
21 slot[2] = 1 + (int) rand() % RMAX;
22 slot[3] = 1 + (int) rand() % RMAX;
23 if(slot[1]==slot[2]&&slot[2]==slot[3]) samecnt++; //Check all three same.

문제 출력 디버그 콘솔 터미널 JUPYTER
작업 실행 중: C/C++: g++.exe 활성 파일 빌드
빌드를 시작하는 중...
C:/MinGW/bin/g++.exe -fdiagnostics-color=always -g C:\Users\jym83\Git_jym8391_C++\문제기\HW1_202235116_전영민.cpp -o C:\Users\jym83\Git_jym8391_C++\문제기\HW1_202235116_전영민.exe
빌드가 완료되었습니다.
터미널이 작업에서 다시 사용됩니다. 말으려면 아무 키나 누르세요.
```

Execution result



```
HW1_202235116_전영민.cpp U X
문제기 > HW1_202235116_전영민.cpp > main()
16 int cherrycnt=0,samecnt=0;
17 printf("type any key to start the slot machine : "); //input
문제 출력 디버그 콘솔 터미널 JUPYTER
작업 실행 중: C/C++: g++.exe 활성 파일 빌드
type any key to start the slot machine :
slot1 : CHERRY
slot2 : BELL
slot3 : BELL
Paid Out: One DIME
type any key to start the slot machine :
slot1 : LEMON
slot2 : BELL
slot3 : BELL
Sorry, Better Luck Next Time
type any key to start the slot machine :
slot1 : LEMON
slot2 : BELL
slot3 : BELL
Sorry, Better Luck Next Time
type any key to start the slot machine :
slot1 : LEMON
slot2 : BELL
slot3 : BELL
Sorry, Better Luck Next Time
type any key to start the slot machine :
slot1 : LEMON
slot2 : LEMON
slot3 : BELL
Sorry, Better Luck Next Time
type any key to start the slot machine :
slot1 : LEMON
slot2 : LEMON
slot3 : BELL
Windows 정품 인증
[설정]으로 이동하여 Windows를 정품 인증하십시오.
```

Code

```
#include <bits/stdc++.h>
using namespace std;
#define RMAX 4
/*
    Author : Jeon Young Min
    date : 2022.09.04
*/

int main ()
{
    int slot[4]={};
    char slotvalue[][10]={"", "BAR", "BELL", "LEMON", "CHERRY"};
    char anykey;
    while(true)
    {
        int cherrycnt=0,samecnt=0;
        printf("type any key to start the slot machine : "); //input
        scanf ("%c", &anykey);
        srand(time(NULL));
        slot[1] = 1 + (int) rand() % RMAX;
        slot[2] = 1 + (int) rand() % RMAX;
        slot[3] = 1 + (int) rand() % RMAX;
        if(slot[1]==slot[2]&&slot[2]==slot[3]) samecnt ++; //Check all three same.
        for(int i=1;i<=3;i++)
        {
            if(!strcmp(slotvalue[slot[i]], "CHERRY")) cherrycnt ++; //Count the
number of cherries.
        }
        for(int i=1;i<=3;i++) printf("slot%d : %s\n",i,slotvalue[slot[i]]);
        printf("\n");
        if(cherrycnt==3&&samecnt>0) printf ("Congratulations On A JACKPOT\n\n");
        else if(cherrycnt>0) printf("Paid Out: One DIME\n\n");
        else if(samecnt>0) printf("Paid Out: One Nicke\n\n");
        else printf("Sorry. Better Luck Next Time\n\n");
    }
    return 0;
}
```