

## Class 7 Slot Machine with Controller

### Slot Machine UML Class diagrams

Form1
<ul style="list-style-type: none"><li>- random: Random</li><li>- spinner1: Spinner</li><li>- spinner2: Spinner</li><li>- spinner3: Spinner</li><li>- winning: int</li></ul>
<ul style="list-style-type: none"><li>+ Form1()</li><li>+ button1_Click()</li></ul>

Spinner
<ul style="list-style-type: none"><li>- pictureBox: PictureBox</li><li>- random: Random</li><li>- images []: Image</li><li>- imageNumber: int</li></ul>
<ul style="list-style-type: none"><li>+ Spinner(PictureBox pictureBox, Random random)</li><li>+ Spin()</li><li>+ ImageNumber</li></ul>

### Adding a Controller class

Form1
<ul style="list-style-type: none"><li>+ Form1()</li><li>+ button1_Click()</li></ul>

Controller
<ul style="list-style-type: none"><li>+ Controller()</li></ul>

Spinner
<ul style="list-style-type: none"><li>- pictureBox: PictureBox</li><li>- random: Random</li><li>- images []: Image</li><li>- imageNumber: int</li></ul>
<ul style="list-style-type: none"><li>+ Spinner(PictureBox pictureBox, Random random)</li><li>+ Spin()</li><li>+ ImageNumber</li></ul>

Form1	Controller	Spinner
<ul style="list-style-type: none"> <li>- pictureBoxes[]: PictureBox</li> <li>- random: Random</li> <li>- controller: Controller</li> </ul>	<ul style="list-style-type: none"> <li>- spinners[]: Spinner</li> <li>- winning: int</li> </ul>	<ul style="list-style-type: none"> <li>- pictureBox: PictureBox</li> <li>- random: Random</li> <li>- images []: Image</li> <li>- imageNumber: int</li> </ul>
<ul style="list-style-type: none"> <li>+ Form1()</li> <li>+ button1_Click()</li> </ul>	<ul style="list-style-type: none"> <li>+ Controller(PictureBox[] pictureBoxes, Random random)</li> <li>+ CheckEnoughMoney(): bool</li> <li>+ SpinSpinners()</li> <li>+ CheckForWinner(): bool</li> <li>+ Winnings</li> </ul>	<ul style="list-style-type: none"> <li>+ Spinner(PictureBox pictureBox, Random random)</li> <li>+ Spin()</li> <li>+ ImageNumber</li> </ul>