Slot Machine Game

Given the following HTML element, how would I access what the user types:

- A) document.getElementById("message").value;
- B) document.getElementById("message").innerHTML;
- C)document.getElementById(message).value;
- D)document.getElementById(message).innerHTML;

Given the following HTML element, how would I access what the user types:

```
<input type="text" id="message">
```

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- B) document.getElementById("message").innerHTML;
- C)document.getElementById(message).value;
- D)document.getElementById(message).innerHTML;

Given the following HTML element, what property would I use to see if it is selected?

This is a checkbox:

<input type="checkbox" id="message">

A) selected

B) disabled

C) checked

D)ticked

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When we try to access an HTML element that does not exist, what is returned:

A) Error

B) Null

C) Undefined

D) 0

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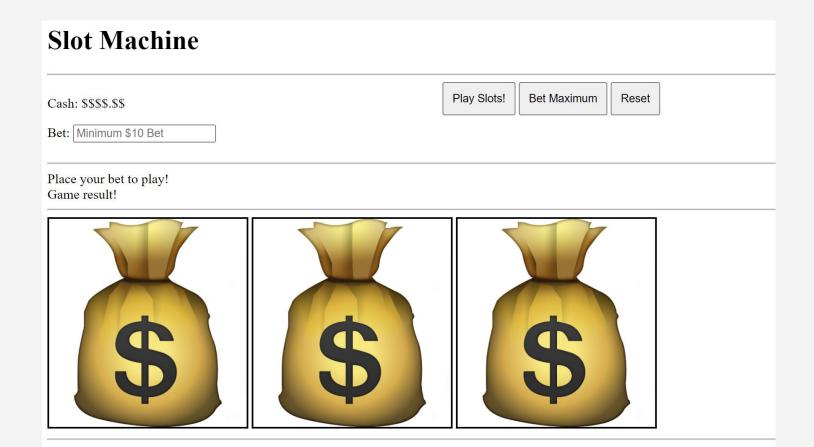
A) Error

B) Null

C) Undefined

D) 0

- Download the slot machine starting code from FOL Week 7 folder.
- Let's take a look at the starting code



- Let's declare a few global variables:
 - o constant STARTING_CASH which is the value 1000.00
 - var cashOnHand which is set to STARTING_CASH
- Let's make a function to validate the user's bet.
- Have a constant MINIMUM BET which is the value 10.00
- When the user types in the tb_Bet number field, let's check if it's a valid bet (it has to be >= MINIMUM_BET, not empty, and <= cashOnHand), and provide feedback to the user in the d_Output <div>. Use the oninput event which occurs as the user enters data.

Also don't let the user click the Play Slots! button if the bet isn't valid

document.getElementById(ID).value

- When the user clicks "Bet Maximum", the user's Bet should be set to all the money they have available.
 - You also probably want to call your bet validation function.

Let's make some helper functions:

Make a **return function** which will return the image source for our slot machine as a string.

This function should take a single argument

The argument will be a number between 1 and 3 representing the potential

images we can get on our machine (these images are in starting code folder!):

- 1 Seven-512.png ... return "Seven-512.png"
- 2 Cherry-512.png
- 3 Bell-512.png

Otherwise default.png

- Let's make some helper functions:
 - -Make a void function that updated the paragraph with the id p_Cash with the amount of cash the user has (cashOnHand)

-Make a void function that takes one argument. The argument is a string representing a message. This function updates the d_Feedback <div> with the message.

- Let's give functionality to the "Play Slots!" button
- When the user clicks "Play Slots!" we should:
 - Read the bet value
 - Generate 3 random numbers between 1 and 3. One number for each slot.
 - Formula: Math.floor(Math.random() * MAX) + 1;
 - Set the **src property** of the HTML image elements to their respective randomly chosen image use the helper function we previously made!
 - Hint: Now is a good time to test your code!
 - Winning multipliers: If all 3 slots are the same you win. (Update cashOnHand)
 - If all 3 are seven you win 2x your bet
 - If all 3 are cherry you win 1.5x your bet
 - If all 3 are bell you will 1.25x your bet
 - If you lose, you lose your bet
 - Update the "Cash: \$" value and show a message to the user with how much they won or loss and their new balance (d_Feedback)- use the helper functions!
 - Check to see if the bet is valid again, the user may not have enough money to play

Reset the board

The user wants to try their luck again! When the user clicks reset, everything should go back to how it started.

Make a function that:

- -Reset their cash on hand to \$1000 make sure this value is displayed
- -Clear the bet field
- -Set the d_Output and d_Feedback messages back to what they were initially
- -Reset the pictures to default.png
- -Disable the Play Slots button to ensure the user enters a valid bet.

-We should also call this function in our <script> so we guarantee that when a user loads the page, everything is fresh!