

In [1]:

```
#Importing Libraries
from random import choices

#Defining functions
def spin():
    '''
    This function is defined to get jack of 3 numbers using choices.
    Then all the criterias are defined about how the user can get money?
    '''
    global amt
    jacklist = [0,1,2,3,4,5,6,7,8,9]
    jack = choices(jacklist, weights = [4, 3, 3, 3, 3, 3, 3, 4, 3, 3], k = 3)
    if str(jack[0])==str(jack[1])==str(jack[2]): #e.g. jack = [7,7,7] or [1,1,1] etc
        amt+=200 #Reward
        print(f"\n{' '*10}{jack}")
        print(f"{' '*29}\n{' '*10} JACKPOT {' '*10}\n{' '*29}\n{' '*5}** Congratulations
**\n{' '*5}:) You have won :) \n{' '*10}-> $200 <-")
        print(f" You have ${amt} left to play")
    elif str(jack[0]) < str(jack[1]) == str(jack[0]+1) < str(jack[2]) == str(jack[0]+2):
        #e.g. jack = [1,2,3]
        amt+=80 #Reward
        print(f"\n\n\t{' '*7}{jack}")
        print("\t ** Congratulations **\n\t :) You have won :) \n\t -> $80 <-")
        print(f"\tYou have ${amt} left to play")
    elif str(jack[0]) == str(jack[1]) or str(jack[0]) == str(jack[2]) or (str(jack[1]) =
= str(jack[2])):
        #e.g. jack = [1,1,5]
        amt+=50 #Reward
        print(f"\n\n\t{' '*7}{jack}")
        print("\t ** Congratulations **\n\t :) You have won :) \n\t -> $50 <-")
        print(f"\tYou have ${amt} left to play")
    elif str(jack[0]>0)<str(jack[1])<str(jack[2]): #e.g. jack = [1,5,9]
        amt+=10 #Reward
        print(f"\n\n\t{' '*7}{jack}")
        print("\t ** Congratulations **\n\t :) You have won :) \n\t -> $10 <-")
        print(f"\tYou have ${amt} left to play")
    else: #No money if none of above
        amt-=100 #Reward
        print(f"\n\n\t{jack}")
        print("\tTry again\n ;) Don't loose HOPE ;)")
        print(f"You have ${amt} left to play")

def prt():
    '''
    This function is defined only for more clean code
    '''
    print(f"You have won ${amt}")
    print("Thank you for playing on our slot machine")
```

In [2]:

```
#Main
amt = 0
choice = "y"
while amt<200: #Loop to only accept amount greater than equal to 200
    amt = int(input("How much money you would like to play with(amount must be $200 and a
bove): "))
while choice == "y":
    while amt >= 100:
        spin() #Function calling
        choice = input("Want to spin again? Press 'y' to SPIN and 'n' to quit: ")
        if choice == 'n':
            prt() #Function calling
            break #All the break statements indicate user quits
        elif amt >= 100: #User should atleast have $100 to spin again
            spin() #Function calling
```

```

        choice = input("Want to spin again? Press 'y' to SPIN and 'n' to quit: ")
        if choice == 'n':
            prt() #Function calling
            break
    if amt <= 80: #User can add more money if user have insufficient amount to spin
again
        print("Insufficient amount to spin again")
        play = input("Press 'y' to add money and 'n' to quit: ")
        if play == 'y':
            while amt<200:
                amt += int(input("Add more money(amount must be $200 and above): "))
            else:
                prt() #Function calling
                break
        else:
            break

```

How much money you would like to play with(amount must be \$200 and above): 200

```

    [5, 0, 5]
    ** Congratulations **
    :) You have won :)
    -> $50 <-
    You have $250 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [8, 8, 7]
    ** Congratulations **
    :) You have won :)
    -> $50 <-
    You have $300 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [0, 0, 7]
    ** Congratulations **
    :) You have won :)
    -> $50 <-
    You have $350 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [2, 0, 2]
    ** Congratulations **
    :) You have won :)
    -> $50 <-
    You have $400 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [8, 5, 2]
    Try again
    ;) Don't loose HOPE ;)
    You have $300 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [0, 0, 5]
    ** Congratulations **
    :) You have won :)
    -> $50 <-
    You have $350 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [9, 3, 4]
    Try again
    ;) Don't loose HOPE ;)
    You have $250 left to play
    Want to spin again? Press 'y' to SPIN and 'n' to quit: y

```

```

    [2, 5, 6]
    Try again
    ;) Don't loose HOPE ;)
    You have $150 left to play
    Want to spinagain? Press 'y' to SPIN and 'n' to quit: y

```

```
[7, 1, 8]
Try again
;) Don't loose HOPE ;)
You have $50 left to play
Want to spin again? Press 'y' to SPIN and 'n' to quit: y
Insufficient amount to spin again
Press 'y' to add money and 'n' to quit: y
Add more money(amount must be $200 and above): 300

[0, 9, 8]
Try again
;) Don't loose HOPE ;)
You have $250 left to play
Want to spin again? Press 'y' to SPIN and 'n' to quit: n
You have won $250
Thank you for playing on our slot machine
```