InClassAssignment-1 〉 iPhone 12 Pro | Running InClassAssignment-1 on iPhone 12 Pro | 10 | iPhone 12 Pro – 14.3

Main.storyboard | ViewController.swift

InClassAssignment-1 〉 InClassAssignment-1 〉 ViewController.swift 〉 M _spinReels()

```
66          case _checkRange(value: outCome[spin], lowerBounds: 28, upperBounds: 37): // 15.4%
67              betLine[spin] = "Grapes"
68              _grapes += 1
69              break
70          case _checkRange(value: outCome[spin], lowerBounds: 38, upperBounds: 46): // 13.8%
71              betLine[spin] = "Banana"
72              _bananas += 1
73              break
74          case _checkRange(value: outCome[spin], lowerBounds: 47, upperBounds: 54): // 12.3%
75              betLine[spin] = "Orange"
76              _oranges += 1
77              break
78          case _checkRange(value: outCome[spin], lowerBounds: 55, upperBounds: 59): // 7.7%
79              betLine[spin] = "Cherry"
80              _cherries += 1
81              break
82          case _checkRange(value: outCome[spin], lowerBounds: 60, upperBounds: 62): // 4.6%
83              betLine[spin] = "Bar"
84              _bars += 1
```

InClassAssignment-1 〉 Thread 1 〉 0 ViewController._spinReels()

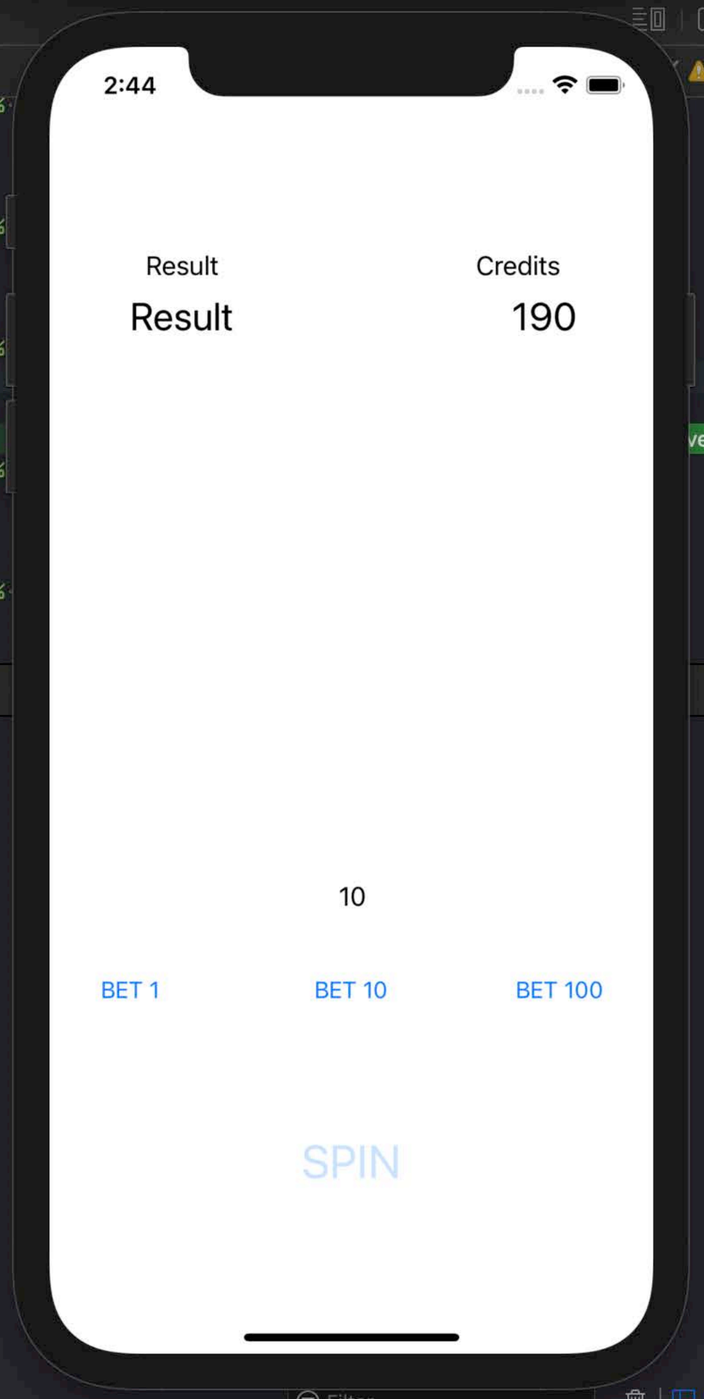
- InClassAssignment-1
  - CPU 0%
  - Memory 8.8 MB
  - Disk Zero KB/s
  - Network Zero KB/s
  - Thread 1 Queue: co...read (serial)
    - 0 ViewController._spinReels()
    - 1 ViewController._spinButton...
    - 2 @objc ViewController._spin...
    - 24 start
  - Thread 3
  - com.apple.uikit.eventfetch-thre...
  - Thread 10

- self = (InClassAssignment_1.ViewController) 0x00007fb0946072b0
- betLine = ([String]) 3 values
  - [0] = (String) "Blank"
  - [1] = (String) "Banana"
  - [2] = (String) "Orange"
- outCome = ([Int]) 3 values
  - [0] = (Int) 8
  - [1] = (Int) 38
  - [2] = (Int) 48
- spin = (Int) 2
- _3 = (Int) 48

```
(lldb) po outCome
▿ 3 elements
  - 0 : 8
  - 1 : 38
  - 2 : 48

(lldb) po betLine
▿ 3 elements
  - 0 : "Blank"
  - 1 : "Banana"
  - 2 : "Orange"

(lldb)
```



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```
50        _placeBet(playerBet: 100)
51    }
52
53    /* When this function is called it determines the betLine results.
54    e.g. Bar - Orange - Banana */
55    func _spinReels()-> [String] {
56        var betLine = [" ", " ", " "]
57        var outCome = [0, 0, 0]
58
59        for spin in 0...2 {
60            outCome[spin] = Int(floor((Double.random(in: 0...1) * 65) + 1))
61            switch (outCome[spin]) {
62            case _checkRange(value: outCome[spin], lowerBounds: 1, upperBounds: 27): // 41.5%
63                betLine[spin] = "Blank"
64                _blanks += 1
65                break
66            case _checkRange(value: outCome[spin], lowerBounds: 28, upperBounds: 37): // 15.4%
67                betLine[spin] = "Grapes"
68                _grapes += 1
```



```
(lldb) po outCome
▿ 3 elements
  - 0 : 8
  - 1 : 38
  - 2 : 48

(lldb) po betLine
▿ 3 elements
  - 0 : "Blank"
  - 2 : "Orange"

Loss!
```