

```
1 public class Casino {
2     public static void main(String[] args) {
3         Player player = new Player("Gambler");
4         SlotMachine machine = new SlotMachine((Math.random() < 0.5) ? 5 : 10);
5         System.out.printf("Welcome, %s\n", player.getName());
6         System.out.printf("You will be using the %s machine today, which costs %d coins.",
7             (machine.getCost() == 10) ? "original" : "modded", machine.getCost());
8         int totalSpins = 0;
9         for (int spins = 0; player.getMoney() >= machine.getCost(); totalSpins = ++spins) {
10             machine.pull();
11             System.out.println(machine);
12             player.setMoney(player.getMoney() - machine.getCost() + machine.calculate());
13             if (machine.calculate() > 0)
14                 System.out.printf("HIT!!! You win %d coins!\n", machine.calculate());
15             else
16                 System.out.println("Too bad! No win on this pull.");
17             System.out.printf("%s\n\n", player);
18         }
19         System.out.printf("GAME OVER! You were able to pull %d times before going broke",
20             totalSpins);
21     }
```