```
class Casino {
             // Laguna Method:
                       Player player = new Player("Gambler");
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                                 System.out.println("Welcome, " + player.getName());
System.out.println("You will be using the original machine today, which costs 5
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13
                                 System.out.println("Welcome, " + player.getName());
System.out.println("You will be using the modded machine today, which costs 10
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                        while (player.getMoney() >= machine.getCost()) {
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                                           player.setMoney(player.getMoney() + winnings);
                                            System.out.println("Too bad! No win on this pull.");
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             public static void main(String[] args) {
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39
                        Player player = new Player("Gambler");
                        SlotMachine machine = new SlotMachine((Math.random() < 0.5) ? 5 : 10);</pre>
                       System.out.printf("Welcome, %s%n", player.getName());
System.out.printf("You will be using the %s machine today, which costs %d coins.%n",
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                                            (machine.getCost() == 10) ? "original" : "modded", machine.getCost());
                        int totalSpins = 0;
                        for (int spins = 0; player.getMoney() >= machine.getCost(); totalSpins = ++spins) {
                                 machine.pull();
                                 System.out.println(machine);
                                 player.setMoney(player.getMoney() - machine.getCost() + machine.calculate());
if (machine.calculate() > 0)
                                           System.out.printf("HIT!!! You win %d coins!%n", machine.calculate());
                                 else
                                            System.out.println("Too bad! No win on this pull.");
                                 System.out.printf("%s%n%n", player);
                       System.out.printf("GAME OVER! You were able to pull %d times before going broke",
54
55
                                           totalSpins);
59 class Player {
             private String name;
             private int money;
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              Player(String name) {
                       this.name = name;
                        this.money = 100;
             String getName() {
                        return this.name;
              int getMoney() {
                        return this.money;
              void setMoney(int money) {
                       this.money = money;
```

```
public String toString() {
                    return String.format("%s has $%d", this.name, this.money);
84
85 class SlotMachine {
            private int cost, multiplier;
            private SlotReel sr1, sr2, sr3;
            SlotMachine(int cost) {
                    this.cost = cost;
                    this.multiplier = cost / 5;
                    this.sr1 = new SlotReel();
93
94
                     this.sr2 = new SlotReel();
                    this.sr3 = new SlotReel();
96
            void pull() {
                    this.srl.spin();
                    this.sr2.spin();
                     this.sr3.spin();
            int getCost() {
104
            private boolean hit3() {
                    if (this.srl.toString().equals("horseshoe")
                                     || this.srl.toString().equals("star")
                                     || this.sr2.toString().equals("horseshoe")
                                     || this.sr2.toString().equals("star")
112
113
                                      || this.sr3.toString().equals("horseshoe")
                                     || this.sr3.toString().equals("star"))
114
115
                     if (this.sr1.equals(sr2) && this.sr2.equals(sr3))
116
117
118
119
120
            private boolean hit2() {
121
122
                    if (this.sr1.toString().equals("horseshoe") && this.sr2.toString().equals("horseshoe"))
123
                     return false;
126
127
128
            int calculate() {
                    if (hit3()) {
                             switch (this.srl.toString()) {
130
                                              return this.multiplier * 20;
                                     case "diamond":
132
                                              return this.multiplier * 30;
133
134
                                              return this.multiplier * 40;
135
136
                                              return this.multiplier * 50;
137
138
                                     default:
139
                     if (hit2() && this.sr3.toString().equals("star"))
142
                             return this.multiplier * 10;
                     if (hit2())
144
                             return this.multiplier * 5;
145
146
148
            public String toString() {
149
                    return String.format("%d: %s|%s", this.cost, this.sr1.toString(), this.sr2.toString(),
                                     this.sr3.toString());
154 class SlotReel {
            void spin() {
                    this.value = (int) (Math.random() * 6) + 1;
```