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public class Casino{

    public static void main(String[] args){

        Player player = new Player("Gambler");

        int spins = 0;

        SlotMachine machine;

        //automatically select the cost of the machine
        if (Math.random() < .5){
            machine = new SlotMachine(5);

            System.out.println("Welcome, " + player.getName());

            System.out.println("You will be using the original machine today, which costs 5 coins");
        }
        else{
            machine = new SlotMachine(10);

            System.out.println("Welcome, " + player.getName());

            System.out.println("You will be using the modded machine today, which costs 10 coins");
        }

        //keep playing while the player has enough money
        while (player.getMoney() >= machine.getCost()){
            spins++;

            machine.pull();

            System.out.println(machine);

            player.setMoney(player.getMoney() - machine.getCost());

            int winnings = machine.calculate();

            if (winnings > 0){
                System.out.println("HIT!!! You win " + winnings + " coins!");

                player.setMoney(player.getMoney() + winnings);
            }
            else{
                System.out.println("Too bad! No win on this pull.");
            }
        }
    }
}

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}
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System.out.println(player + "\n\n");
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}
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System.out.println("GAME OVER! You were able to pull " + spins + " times before going broke!");
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}
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}
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