```
class Casino {
	public static void main(String[] args) {
		Player player = new Player("Gambler");
		SlotMachine machine = new SlotMachine((Math.random() < 0.5) ? 5 : 10);
		System.out.printf("Welcome, %s%n", player.getName());
		System.out.printf("You will be using the %s machine today, which costs %d coins.%n",
				(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",
				totalSpins);
	}

}

class Player {
	private String name;
	private int money;

	public Player(String name) {
		this.name = name;
		this.money = 100;
	}

	public String getName() {
		return this.name;
	}

	public int getMoney() {
		return this.money;
	}

	public void setMoney(int money) {
		this.money = money;
	}

	public String toString() {
		return String.format("%s has $%d", this.name, this.money);
	}
}

class SlotMachine {
	private int cost, multiplier;
	private SlotReel sr1, sr2, sr3;

	public SlotMachine(int cost) {
		this.cost = cost;
		this.multiplier = cost / 5;
		this.sr1 = new SlotReel();
		this.sr2 = new SlotReel();
		this.sr3 = new SlotReel();
	}

	public void pull() {
		this.sr1.spin();
		this.sr2.spin();
		this.sr3.spin();
	}

	public int getCost() {
		return this.cost;
	}

	private boolean hit3() {
		return sr1.equals(sr2) && sr2.equals(sr3) && !(sr1.toString().equals("horseshoe") ||
sr1.toString().equals("star") || sr2.toString().equals("horseshoe") || sr2.toString().equals("star") ||
sr3.toString().equals("horseshoe") || sr3.toString().equals("star"));
	}

	private boolean hit2() {
		return sr1.toString().equals("horseshoe") && sr2.toString().equals("horseshoe");
	}
```

```
 80
 81         public int calculate() {
 82                 if (hit3()) {
 83                         switch (this.sr1.toString()) {
 84                                 case "spade":
 85                                         return this.multiplier * 20;
 86                                 case "diamond":
 87                                         return this.multiplier * 30;
 88                                 case "heart":
 89                                         return this.multiplier * 40;
 90                                 case "Liberty Bell":
 91                                         return this.multiplier * 50;
 92                                 default:
 93                                         break;
 94                         }
 95                 }
 96                 if (hit2() && this.sr3.toString().equals("star"))
 97                         return this.multiplier * 10;
 98                 if (hit2())
 99                         return this.multiplier * 5;
100                 return 0;
101         }
102
103         public String toString() {
104                 return String.format("%d: %s|%s|%s", this.cost, this.sr1.toString(), this.sr2.toString(),
105                                 this.sr3.toString());
106         }
107 }
108
109 class SlotReel {
110         private int value;
111
112         public void spin() {
113                 this.value = (int) (Math.random() * 6) + 1;
114         }
115
116         public boolean equals(SlotReel reel) {
117                 return this.value == reel.getValue();
118         }
119
120         public int getValue() {
121                 return this.value;
122         }
123
124         public String toString() {
125                 switch (this.value) {
126                         case 1:
127                                 return "diamond";
128                         case 2:
129                                 return "heart";
130                         case 3:
131                                 return "spade";
132                         case 4:
133                                 return "horseshoe";
134                         case 5:
135                                 return "star";
136                         case 6:
137                                 return "Liberty Bell";
138                         default:
139                                 return "";
140                 }
141         }
142 }
```