

Slot Machine

Part 1: SlotReel class.

- Instance variable - value (an int)
- (no constructor necessary)
- spin method sets value to a random number between 1 and 6, inclusive
- equals method accepts another SlotReel and returns true if their values are equal
- toString method returns the "symbol" associated with the value:
 - 1: diamond
 - 2: heart
 - 3: spade
 - 4: horseshoe
 - 5: star
 - 6: Liberty Bell

Part 2: Slot Machine class:

- Instance variables cost and multiplier (ints), and 3 SlotReel objects
- 1-arg constructor sets cost to the parameter, multiplier to 1/5 of the cost, and instantiates the three SlotReels.
- pull method spins the three SlotReels
- Accessor for cost
- private boolean hit3 method returns true if all three SlotReels are equal and not "horseshoe" or "star"
- private boolean hit2 method returns true if the left two SlotReels are "horseshoe"
- calculate method returns the winnings:
 - 3 spades: multiplier * 20
 - 3 diamonds: multiplier * 30
 - 3 hearts: multiplier * 40
 - 3 Liberty Bells: multiplier * 50
 - 2 horseshoes on the left and a star on the right: multiplier * 10
 - 2 horseshoes on the left otherwise: multiplier * 5
 - Anything else: 0
- toString method returns the cost of the machine plus the spin outcome of the three SlotReels

Part 3: Player Class:

- Instance variables: name and money (int)
- 1-arg constructor sets the name; money initialized to 100
- Accessor methods for both instance variables
- Mutator method for money
- toString method returns the player's name and how much money they have remaining

Part 4: Casino Class (client). Given to you at the bottom of this page. Save it as a .java and not a .txt. Make sure your Parts 1 - 3 are compatible with it.