



Assume that there is a *slot machine* which has three wheels that spin independently. Each wheel has 7 symbols: X, Y, Z, x, y, z and J (Joker).

The program must take three letters from the user as the characters on these wheels and print the coins he will get.

- In the case of the same capital (upper-case) letters, he wins \$30      i.e. (X X X) or (Y Y Y) or (Z Z Z)
- In the case of the same lower-case letters, he wins \$28      i.e. (x x x) or (y y y) or (z z z)
- In the case of the same letters (both lower and upper), he wins \$26      i.e. (X x x) or (y Y y) or (Z z Z) or ...
- In the case of consecutive capital letters, he wins \$24      i.e. (X Y Z) or (Y Z X) or (Z X Y) or ...
- In the case of consecutive lower-case letters, he wins \$22      i.e. (x y z) or (y z x) or (z x y) or ...
- In the case of consecutive letters (both lower and upper), he wins \$20      i.e. (x Y z) or (y Z X) or (Z x y) or ...
- In the case of capital letters, but not all the same letter and not consecutive, he wins \$18      i.e. (X Y X) or (Z Z X) or ...
- In the case of lower-case letters, but not all the same letter and not consecutive, he wins \$16      i.e. (x y x) or (z z x) or ...
- otherwise he gets \$0

Joker (*J*) refers to any letter that allows us to earn the most money.

For example:

- J X X    he wins \$30
- J X J    he wins \$30
- J J J    he wins \$30
- X x J    he wins \$26