Create a new class named SlotMoneyTracker, which keeps track of all the money bet and won by the user, while playing the game. It also calculates the different payouts of the slot machine, depending on the possible winning spin results.

{

Create a method that calculates the total amount of money betted.

It will add the amount the user bets during the current spin to the total of the previous spins.

Create a method that calculates the total prize money won.

It will add the prize amount won during the current spin to the total won from the previous spins.

Create a method that returns the value of the total amount betted

Create a method the returns the value of the total amount won

Create a method that calculates the prize payouts for the slot machines, depending on the different matches of the words that may occur.

d, then a number from 0-6, and if (all four words are the same)

if (all four of the words equal “Lucky 7”)

Display: "You hit the grand prize! You got all 4 words that say Lucky 7, and have won 8 times the amount you bet plus a $1,000 bonus."

Calculate prize amount, which is 8 times the amount betted plus $1,000 for hitting the grand prize.

else

Display: "You got all 4 words that match, and have won 8 times the amount you bet."

Calculate the prize amount, which is 8 times the amount betted dlmvfdlcm

sx cdelse if (three of the words are matching in a row)

Display: "You got 3 words that match, and have won 3 times the amount you bet."

Calculate the prize amount, which is 3 times the amount betted dfdcdcdvcv

else if (two of the images match and are in a row)

if (there are two pairs that match in a row)

Display: "You got 2 pairs of words that match, and have won double the amount you bet."

Calculate prize amount, which is double the amount betted

else

Display: "You got no match. You have lost your bet."

Calculate the prize amount, 0 times the amount betted dlmvfdlcm

Create a method the returns the value of the prize amount won

}