**Name:**

**Advanced Programming in Java**

**Lab Exercise 12.14.2021**

1. Write a program that simulates a slot machine. The player starts out with M tokens. The value of M is input into the program, and coins cost 25 cents each. For each play, the player can bet 1 to 4 coins. If the player enters 0 for the number of coins to bet, then the program stops playing. At the end of the game, the program displays the number of coins left and how much the player has won or lost in the dollar amount. There are three slots on the machine, and each slot will display one of three possible pieces: BELL, GRAPE, and CHERRY. When certain combinations appear on the slots, the machine will play the player. The payoff combinations are as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Number | Combinations | | | Payoff |
| 1 | BELL | BELL | BELL | 10 |
| 2 | GRAPE | GRAPE | GRAPE | 7 |
| 3 | CHERRY | CHERRY | CHERRY | 5 |
| 4 | CHERRY | CHERRY | ---------- | 3 |
| 5 | CHERRY | ---------- | CHERRY | 3 |
| 6 | ---------- | CHERRY | CHERRY | 3 |
| 7 | CHERRY | ---------- | ---------- | 1 |
| 8 | ---------- | CHERRY | ---------- | 1 |
| 9 | ---------- | ---------- | CHERRY | 1 |

The symbol ---------- means any piece. If the player bets 4 coins and gets combination 5 for example, the machine pays the player 12 coins.