**Fruit Machine**

Goal: Create a fruit machine in Java.

You have been asked to create a simple piece of software that will operate a fruit machine.

Your FruitMachine class should be well tested, and should have a spin() method that returns an integer value - the amount of winnings from the Symbol's value, if three identical symbols are spun.

If three identical symbols aren't spun, you should return 0.

**MVP**

The aim is to display the results of the Java logic. For example, if the user spins and lands 3 matching symbols a winning message is displayed and their winnings updated and stored.

**Project Extensions**

* Allow users to nudge and hold at random times.
* Allow users to choose from Symbol Packs (Different games.)
* Extend to 5 reels
* Turn into an Android app.