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using UnityEngine;
using System.Collections;
/*
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 */

public class GUIController : MonoBehaviour
{
    public GameObject theBall;
    public GameObject theWheel;
    public GameObject theGameController;
    private BallControllerScripts ballScript;
    private WheelControllerScript wheelScript;
    private BetController betScript;
    private bool betPlaced;
    private const int offsetX = 10;
    private const int offsetY = 10;
    private const int littleButtonSize = 3;
    private const int littleBoxSize = 30;
    private const int littleBoxOffset = 2;
    private const int limitOfSpaces = 32;

    // Use this for initialization
    void Start ()
    {
        this.betPlaced = false;
        this.ballScript =
theBall.GetComponent<BallControllerScripts> ();
        this.wheelScript =
theWheel.GetComponent<WheelControllerScript> ();
        this.betScript =
this.theGameController.GetComponent<BetController> ();
    }

    // Update is called once per frame
    void Update ()
    {
    }

    void OnGUI ()
    {
        if (!this.betPlaced) {
            GUI.Box (new Rect
(offsetX, offsetY,
                                littleBoxOffset + 4 *
(littleBoxSize + littleBoxOffset),
                                littleBoxOffset + 8 *
(littleBoxSize + littleBoxOffset)), "");
            for (int i = 0; i <
limitOfSpaces; i++) {
                if
(GUI.Button (new Rect (offsetX + littleBoxOffset
                        + (i % 4) * (littleBoxSize + littleBoxOffset),
offsetY + littleBoxOffset
                        + (i / 4) * (littleBoxSize + littleBoxOffset),

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        littleBoxSize,
        littleBoxSize),
    (i == limitOfSpaces - 1) ? "00" : "" + i)) {
        this.betScript.increaseBet (i);
    }
    if (GUI.Button (new
Rect (
    offsetX + littleBoxOffest +
    (littleBoxSize + littleBoxOffest) / 2,
    offsetX + littleBoxOffest * 2 + 8 *
    (littleBoxSize + littleBoxOffest),
    (littleBoxSize + littleBoxOffest) * 3,
    20), "Place Bet")) {

    this.betPlaced = true;
    this.ballScript.launchBall ();
    this.wheelScript.initSpeed ();
    }
    }

    public void newBet ()
    {
        this.betScript.payoutBets
    (this.ballScript.getPocket ());
        this.betPlaced = false;
    }
}

```