

```

using UnityEngine;
using System.Collections;
/*
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 */
public class BetController : MonoBehaviour
{
    private const int limit = 32;
    private int[] bets = new int[limit];

    // Use this for initialization
    void Start ()
    {
        this.resetBets ();
    }

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

    }

    public void increaseBet (int betlocation)
    {
        this.bets [betlocation]++;
        Debug.Log ("Location: " + betlocation +
// "\nValue: " + this.bets [betlocation]);
    }

    public void resetBets ()
    {
        for (int i = 0; i < limit; i++) {
            this.bets [i] = 0;
        }
    }

    public int payoutBets (int rollResult)
    {
        return this.bets [rollResult] * 40;
    }
}

```