Source Code

```cpp
#include <iostream>
#include <cstdlib>
#include <string>

using namespace std;

/* Generates a random number ranging from 1 to 10 */
int generateRandom();

/* Inputs a number ranging from 1 to 10 from STDIN. */
int inputNumber();

/* Gets betting amount for each round from the user
 * from STDIN.
**/
int getBetAmount(int);

/* Checks if the the number entered by the user
 * matches the number generated randomly and changes
 * the money the user has accordingly.
**/
int playGame(int);

/* Gets the starting money from the STDIN
 * and loops the main game.
```

```cpp
**/
int main() {
    char prompt;
    int money;
    cout << "How much money do you have: ";
    cin >> money;
    cout << "You have money " << money << endl;
    do {
        if (money == 0) {
            cout << "No money left" << endl;
            break;
        }
        money = playGame(money);
        cout << "You are left with money: " << money << endl;
        cout << "Play again? (y/N): ";
        cin >> prompt;
        cout << endl;
    } while(tolower(prompt) == 'y');

    cout << "Thanks for playing!" << endl;;
    return 0;
}

int generateRandom() {
    return (rand() % 10) + 1;
}

int inputNumber() {
```

```cpp
    int number;
    while (1) {
        cout << "Give me a number between 1 and 10: ";
        cin >> number;
        if (number > 0 && number <= 10) {
            break;
        }
    }
    return number;
}

int getBetAmount(int money) {
    int bet;
    while (1) {
        cout << "Enter betting amount: ";
        cin >> bet;
        if (bet <= money) {
            break;
        }
        cout << "Bet amount cannot be greater than money left
!" << endl;
    }
}

int playGame(int money) {
    int bet, random, guess;
    bet = getBetAmount(money);
    random = generateRandom();
```

```cpp
    guess = inputNumber();
    if (guess == random) {
        cout << "JACKPOT!" << endl;
        money += 10 * bet;
    } else {
        cout << "Sorry, you lost! The lucky number was " << random << endl;
        money -= bet;
    }
    return money;
}
```