# Algorithm Description – Slot Machines

In plain English, point-form, think through the steps necessary to solve the given problem.

Make use of key words like *compare*, *iterate*, *store*.

In code, of course, these translate to conditional statements, loops, and using variables.

## Algorithm

INPUT

* Give the prompt for the incoming input
* Take in the input and assign it to a variable
* Check to see if the input is an integer
* Check for the set boundary conditions of that input
* If it is, set it to a global variable, and leave the loop

PROCESS

* Set up a while loop that runs so long as Martha’s money isn’t 0
* Add 1 to a variable that counts how many times the loop has run
* Take each of the inputs for how many turns it has been, and add 1
* If the input %’d by the amount of turns it takes to pay out is 0, then add the amount of money the payout is to Martha’s money
* Do this for all three machines
* Always subtract 3 from martha’s money because she plays each machine per turn
* If Martha’s money is = 0, then the loop will break and will move on to the output

OUTPUT

Print the value of the variable that counts how many times the loop has run