# 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

* Ask for the number of quarters prompt again if invalid input is received. Number of quarters must be between 1 and 1000 exclusive.
  + Ask for the amount of times the first machine has been played. Range between 0 – 35 exclusive. If invalid input is received prompt again
    - Ask for the amount of times the second machine has been played and prompt again if invalid input
      * Ask for the amount of times third machine has been played and if valid input is received break out of input loop and begin processing

PROCESS

* Make a while loop counting down from the number of quarters initially available to 0
  + Increment variable for number of times each machine has been played
  + Check if any of the machines have paid out. If so increment the number of quarters according to which machine paid out and continue iteration
  + Once the number of quarters has reached 0 save the value of how many times Martha has played overall

OUTPUT

* Output the amount of times Martha was able to play before going Broke.