**Reviewing Assignment**

Lab Assignment 6

|  |  |
| --- | --- |
| Started: | Nov 3, 2014 12:15 AM |
| Finished: | Nov 6, 2014 1:59 PM - late |

 1 of 1

**Lab Assignment 6     Total Grade: 15.5   (of possible 20 points)**

**Score: 15.5   (of possible 20 points)**

**Assignment 6 - Casino with Methods and a Class**

Select one option from below.  All (both) options are worth the same number of points.  The more advanced option(s) are provided for students who find the basic one too easy and want more of a challenge.   Make sure you have read and understood

* both ***modules A*** and ***B*** this week, and
* ***module 2R - Lab Homework Requirements***

before submitting this assignment. Hand in only one program, please.

***For this assignment you will have to investigate the use of the Java random number generator function, Math.random().  You can find this in the text or using the online resources given in the lectures.***

OPTION A (Basic) A Slot Machine Simulation

Understand the Application

**What it Looks Like to the User**

The program will loop, asking the user for a bet amount from 0 to 50 (assume dollars, you can use **ints** or **longs**).  If the user types a 0 that means she wants to quit.  Otherwise, accept the amount as their bet and simulate a ***slot machine pull***.  Your program will print out a line that looks like a slot machine result containing three strings.  Some examples are:**BAR  7  BAR, 7  7  cherries, cherries  BAR  space, space  BAR  BAR, or cherries  cherries  BAR**.

* Each of the three positions in the string could be one of the following:  "**BAR**", "**7**", "**cherries**" or "**space**".
* Each of the three output positions is must be generated by your program randomly with probabilities:
  + **BAR**                 (40%)
  + **cherries**    (30%)
  + **space**           (5%)
  + **7**                     (25%)
  + Therefore, **BAR** should be the most frequent symbol seen and **space** or **7** the least frequent.
* The following combinations should pay the bet as shown (note ***ORDER MATTERS***):
  + **cherries  [not cherries]  [any]** pays **5** × **bet** (5 ***times*** the bet)
  + **cherries  cherries  [not cherries]** pays **15** × **bet**
  + **cherries  cherries  cherries** pays **30** × **bet**
  + **BAR  BAR  BAR**pays **50** × **bet**
  + **7  7  7** pays **100** × **bet**
* After the pull, display the three strings regardless of the outcome.  If the user did not win, tell him/her "Sorry, you lose."  If he won, pay him by displaying his winnings (his original bet ***times*** the winning factor from the above table).  Then, repeat the whole process by requesting another bet amount.

**Position counts!** If you read the above bullet that contains the warning "ORDER MATTERS", you will see that **cherries bar cherries** pays 5× while **cherries cherries bar** pays 15× and **bar cherries cherries** pays nothing.

**A Helper Class:  TripleString**

We create a new data type to use for this assignment: class **TripleString**.  **TripleString**will consist of three private member **Strings** as its basic data: (**string1**, **string2**, and **string3**).  There will be few instance methods to support that data. The class will be very modest.  Once defined, we will use it to instantiate **TripleString** objects that can be used in our **main()**method and/or the static methods that **main()** invokes to simulate this casino project.

**The Static Foothill Methods**

Each static **Foothill** method that you have to write to simulate this casino app plays a special role.  For example, there will be one method that gets the bet from the user and returns it to **main()**:

public static int **getBet()**

Another method will simulate a random pull of the slot machine -- it generates three random strings and returns them as a **TripleString** object to **main()**:

public static **TripleString pull()**

An output method will be used at the end of each loop-pass when the user needs to see the results of her pull, and receive the news about how much she won (or not):

public static void display **(TripleString thePull, int winnings )**

We will describe each method -- and a few others -- in the next section.

The Program Spec

**Class TripleString Spec**

The first step in writing this program is to create a simple, working class **TripleString**.

The Data

It will contain three private member **Strings** as its main data: **string1**, **string2**, and **string3**.   We will also add a public static member which is to be a final int**MAX\_LEN** set to 20. This represents the maximum length that our class will allow any of its strings to be set to.  We can use **MAX\_LEN** in the **TripleString**method whose job it is to test for valid strings (see below).

In summary, three private instances **strings** and one public static **MAX\_LEN**.  That's all the data for this class.

Default Constructor

**TripleString()**-- a default constructor that initializes all members to "".  We do not need any parameter-taking constructors.

A Private Helper Method

**boolean validString( String str )** -- a helper function that the mutators can use to determine whether a **String** is legal. This method returns **true** if both the string  is **not null** and its **length <= MAX\_LEN** and **false**, otherwise.

Mutators/Accessor

**set()**s and **get()**s for these members.

Where it All Goes

You can create the **TripleString** class as a non-public class directly in your client **Foothill.java** file. You type it directly into that file;*do not ask Eclipse to create a new class for you or it will generate a second .java file which we don't want right now.* In other words, **Foothill.java** will look like this:

import java.util.\*;

import java.lang.Math;

public class Foothill

{

// main class stuff ...

}

class TripleString

{

// TripleString class stuff ...

}

As you see, **TripleString** is to be defined ***after***, not *within*, the **Foothill** class definition. This makes it a sibling class, capable of being used by any other classes in the file  (of which there happens to be only one: **Foothill**).

After writing this class, test it using a simple **main()** which instantiates an object, mutates the members, displays the object, etc.  Don't turn this test in.  It's part of your development cycle.

**The Foothill Static Method Specs**

int getBet()

This prompts the user for input and returns the bet amount as a functional return.  It should vet the amount before it returns and insist on a legal bet (0 < **bet** <50)*until it gets one from the user*.  This method loops.  If any other method is used to test for an illegal value or output an error message based on an illegal value, there will be a 4 point penalty.  **getBet()** must return the legal value to the client and not take any other action besides getting the legal amount.

TripleString pull()

This method instantiates and returns a **TripleString** object to the client.   The data of the **TripleString** object has to first be filled with three randomly chosen strings according to the probabilities described in the "Understand the Application" section above. For example, it might return a **TripleString** object that contains the three strings **["cherries",  "BAR" , "space"]**.

The way it determines and loads the three strings is by using a private ***helper method***, described, next, **randString()**.  So this method, **pull()** will call the next method **randomString()** three times to get the three strings that will be stored into the **TripleString** object.  Once that's done, **pull()** just returns the**TripleString** object to the client and its job is done.

String randString()

This **private** helper method does a little work -- yet is still quite short.  It produces and returns a single random string based on the required probabilities.  It does this by calling the java **Math.random()** function and using the return result of that function as a means of deciding which of the four possible strings to return.  Take this in stages.  **Math.random()** returns a double between 0 and 1.  One idea (but not the only one) is to turn that **double** into an **int**  between 1 and 1000 using techniques from five weeks ago.  Then, decide which of those numbers should trigger a "7", which should trigger a "cherries", etc. based on the desired probabilities.  Since a "Bar" should happen 40% the time, which numbers would you want to trigger a "Bar"?  Since a "cherries" should happen 30% of the time, which numbers would trigger a "cherries"?  So you see, this is a very simple -- and even short -- function, even though it has to be designed carefully.  Common sense will go a long way here.

int getPayMultiplier (TripleString thePull)

After **main()** gets a **TripleString** object from **pull()**, which we will call **pullString**, it needs to know what the payout will be.  That's the job of this function. **getPayMultiplier()** takes the **pullString**as a parameter, and inspects it to determine what its pay multiplier should be:  5?  15?  100?  0?   It does this by looking at the three strings inside the passed-in **TripleString** object and using *if statements* to determine and return the right value.  For example, if all three of the strings are "cherries", which is easily checked using an*if statement*, then this method returns a pay multiplier of 30.  You can use logic like this to create a sequence of *if* or *else if* statements that will give you the desired multiplier.   However you do it, the method will return one of the values;  0, 5, 15, 30, 50 or 100.

void display (TripleString thePull, int winnings )

This method takes the winnings (a dollar amount) and **thePull** as parameters and displays the three strings inside **thePull** along with "sorry - you lost " or "congrats, you won $X."

main()'s Workflow

You can debug each of the above methods individually using a***test main()*** that consists of a statement or two.  That way you will make sure each component works before trying to write the final **main()** client.

**main()** will be a loop controlled by value returned from **getBet()**.  As long as that value is non-zero, we keep playing.

Each time through the loop, we have to call **pull()** to get the **pullString** as a return value. Then we need to pass that to **getPayMultiplier()** to find the multiplier.  We then compute the winnings based on the previous information, and finally we display it all using **display()**.  That's all that each loop pass does.  So **main()**is quite neat and clean.

**Input Errors**

The only place the user can make an input error is in **getBet()**, so that's the method that deals with such errors.  Don't worry about non-numbers.  Assume that a number was entered.  But do test for range and only return to ***main*** after you have a valid range. **getBet()** may not decide about ending the program.  That's up to **main()**.

**Test Run Requirements**:

Submit one run that lasts a***minimum of 40 pulls***, but possibly more (continue reading).   At least once enter an illegal amount to make sure that your program handles it correctly.  **Also, make sure your one run contains *both* a win of cherries  cherries  cherries  *and* a win of  BAR  BAR  BAR**This may take many runs, but should be accomplished in less than two minutes if your program is written correctly.

**General Requirements**

Communicate all values as ***parameters*** or ***return values***, not through ***globals*** (static class variables). The meaning of these terms and examples are contained in the module reading.

Also, I will emphasize that in keeping with the separation of I/O and computation, we would not have any method other than **display()** output results to the screen, and**display()** is called from **main()**, not from any other method. Similarly, **getBet()** is the only method that does input.  The other methods do no input, no output and do not call any methods that do input or output.  Let's keep that idea fresh.

A sample run is given at the bottom of this page.

OPTION B (Intermediate) GUI

If you would like to try your hand at a GUI, then do the above assignment with all of the same methods, except for **main()**.  Instead, you'll design a GUI that puts the controls on the screen and handles events by calling the methods and class defined above.

Sample Output for Option A

Here is an example of a partial run sample (although some numbers and details are not based on the exact requirements, above, and would therefore not receive credit):

/\* ------------------------ Sample Run -------------------------------

\*

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries (space) BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 555

How much would you like to bet (1 - 50) or 0 to quit? 555

How much would you like to bet (1 - 50) or 0 to quit? -2

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

(space) (space) BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries (space) BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries cherries

congratulations, you win: 150

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

(space) BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR (space)

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

(space) (space) 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

(space) (space) BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries cherries

sorry, you lose.

etc...

---------------------------------------------------------------- \*/

**Answer**

* text/plain[foothillAssignment6.txt](https://myetudes.org/access/mneme/content/private/mneme/cff3240c-b51c-41f6-80dc-4db4530bdd05/submissions/15055326/db7bd55a-364c-448a-0027-0bebfd6c6124/foothillAssignment6.txt)

[[https://myetudes.org/ambrosia_library/icons/collapse.gif](https://myetudes.org/portal/tool/09d2d876-2329-4a14-000d-b3da1e731165/review/15055326/list) Model Answer](https://myetudes.org/portal/tool/09d2d876-2329-4a14-000d-b3da1e731165/review/15055326/list)

/\* CS 1A Lab 6

 \* Instructor Solution

 \*/

import java.util.\*;

import java.lang.Math;

public class Foothill

{

   // the Scanner for the class

   static Scanner input;

   // class constants

   static final String CHERRIES = " cherries ";

   static final String SEVEN = " 7 ";

   static final String BAR = " BAR ";

   static final String SPACE = " (space) ";

   static final int MAX\_BET = 50;

   static final int MIN\_BET = 1;

   static final int USER\_QUIT = 0;

   public static void main(String[] args)

   {

      // declarations

      int userBet, multiplier, winnings;

      TripleString thePull;

      // allocate the scanner

      input = new Scanner(System.in);

      while ( (userBet = getBet() ) !=  USER\_QUIT )

      {

         thePull = pull();

         multiplier = getPayMultiplier (thePull);

         winnings = multiplier \* userBet;

         display( thePull, winnings);

      }

      input.close();

      System.out.println("Thanks for coming to Casino Loceff");

   }

   // client static method definitions --------------------------

   public static int getBet()

   {

      String userString;

      int userBet;

      do

      {

         System.out.print("How much would you like to bet (" + MIN\_BET

            + " - " + MAX\_BET +  ") or " + USER\_QUIT + " to quit? ");

         userString = input.nextLine();

         userBet = Integer.parseInt(userString);

      }

      while (                                       // keep asking as long as:

            userBet != USER\_QUIT                    // the didn't quit

            &&                                      // and

            ( userBet < 1 || userBet > MAX\_BET )    // invalid bet amount

            );

      return userBet;

   }

   public static TripleString pull()

   {

      TripleString retString = new TripleString();

      retString.set1( randString() );

      retString.set2( randString() );

      retString.set3( randString() );

      return retString;

   }

   public static String randString()

   {

      int testNum;

      // produces a number between 0 and 99

      testNum = (int)(Math.random()\*1000);

      // bar = 40%, cherries = 30%, space = 5%, seven = 25%

      if (testNum < 400)

         return BAR;

      else if (testNum < 700)

         return CHERRIES;

      else if (testNum < 750)

         return SPACE;

      else

         return SEVEN;

   }

   public static int getPayMultiplier(TripleString thePull)

   {

      // case 1:  start with "cherries"

      if ( thePull.getString1().equals(CHERRIES) )

      {

         if ( !thePull.getString2().equals(CHERRIES) )

            return 5;  // cherries|no cherries|any

         else if ( !thePull.getString3().equals(CHERRIES) )

            return 15; // cherries|cherries|not cherries

         else

            return 30; // cherries|cherries|cherries

      }

      // case 2: start with "bar"

      else if (thePull.getString1().equals(BAR)

            && thePull.getString2().equals(BAR)

            && thePull.getString3().equals(BAR))

         return 50;  // bar|bar|bar

      // case 3: start with "7"

      else if (thePull.getString1().equals(SEVEN)

            && thePull.getString2().equals(SEVEN)

            && thePull.getString3().equals(SEVEN))

         return 100;  // 7|7|7

      // all other cases return nothing

      return 0;

   }

   public static void display(TripleString thePull, int winnings )

   {

      System.out.println("whirrrrrr .... and your pull is ... ");

      System.out.println(

            thePull.getString1()

            + thePull.getString2()

            + thePull.getString3()

            );

      if (winnings > 0)

         System.out.println("congratulations, you win: " + winnings);

      else

         System.out.println("sorry, you lose.");

      System.out.println();

   }

}

// class TripleString

class TripleString

{

   String string1, string2, string3;

   public static final int MAX\_LEN = 20;

   TripleString()

   {

      string1 = "";

      string2 = "";

      string3 = "";

   }

   // mutators

   public boolean set1(String str)

   {

      if ( !validString(str) )

         return false;

      string1 = str;

      return true;

   }

   public boolean set2(String str)

   {

      if ( !validString(str) )

         return false;

      string2 = str;

      return true;

   }

   public boolean set3(String str)

   {

      if ( !validString(str) )

         return false;

      string3 = str;

      return true;

   }

   // accessors

   public String getString1() { return string1; }

   public String getString2() { return string2; }

   public String getString3() { return string3; }

   // notice that because validString does not make use of instance data

   // it should be declared static

   private static boolean validString( String str )

   {

      if (str == null)

         return false;

      if (str.length() > MAX\_LEN)

         return false;

      return true;

   }

}

// \*\*\*  I got a pull of all BARS in pull 33 and all cherries in pull 6 \*\*\*

/\* ----------------------------- sample run ---------------------------------

How much would you like to bet (1 - 50) or 0 to quit? -1

How much would you like to bet (1 - 50) or 0 to quit? 51

How much would you like to bet (1 - 50) or 0 to quit? 3

whirrrrrr .... and your pull is ...

 BAR  cherries  cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 0

Thanks for coming to Casino Loceff

(more runs supplied by student)

------------------------------------------------------------------- \*/

**Comments**

Good Stuff, Dmitri.  
  
\* You followed the assignment spec well with regards to method signatures.  
  
MAIN/RUN  
- Variables should be declared at the top of each method. Here, you are declaring variables within a loop. When we only want to do something once, as with variable declaration, it needs to go outside of the loop. Otherwise, we have the overhead of creating a variable for every iteration of the loop and our code is then less efficient than it could be.  (-.5)  
\* Reading your main() I can see clearly what your program does.  
\* Your run is a good sample of your program's abilities. It is long enough and tests an illegal input value. It contains the two required winning strings.  
- It would be better to have the condition of your while loop be while(bet != 0).  The program will run the same either way, but this more clearly expresses to the reader the condition under which your loop ends.

TRIPLESTRING CLASS  
\* You have declared MAX\_LEN as a symbolic constant as required.  
\* Great, your class consists of three strings.  
\* Your constructor correctly sets all three strings to "".  
- Each string needs to have its own set and get method. We will provide these for every data member of every class unless there is a good reason to omit one or the other. It is fine to add an additional set() method that sets all three, but calls the individual methods. (-1)  
- set methods, like all mutators, need to test the input value. They should be calling the validString() helper method. Untested values should never be allowed to be assigned. **They should return boolean values indicating whether the set succeeded or failed.** (-2)

GETBET  
\* Good use of functional return.  
- Your loop in getBet() could be simplified. What you want is a loop condition that not only tells you how the loop ends, but also is used to end the loop. A better loop condition would be while(bet is between 0 and 50) since that is really when you want the loop to end. This enables you to lose the decision statement inside the loop.  
  
PULL/RANDSTRING  
\* Good functional return.  
\* You have generated a random number in the proper range: nice work.  
  
GETPAYMULTIPLIER  
\* You have passed the TripleString object and used a functional return correctly.  
\* Good use of the if/else structure.  
  
DISPLAY  
\* Good parameter passing. Good use of if/else to display correctly.  
  
You are two thirds done. Just three more assignments left!  
  
1 day late (-1 )

 1 of 1

import java.util.Scanner;

import java.lang.Math;

public class Foothill

{

final static int ELEMENT\_COUNT = 3;

static Scanner inputStream = new Scanner(System.in);

public static int getBet()

{

int bet = 0;

boolean valid = false;

while (!valid)

{

System.out.print("How much would you like to bet (1 - 50)"

+ " or 0 to quit? ");

String userInput = inputStream.nextLine();

bet = Integer.parseInt(userInput);

if (bet < 0 || bet > 50)

valid = false;

else

valid = true;

}

return bet;

}

public static TripleString pull()

{

TripleString thePull = new TripleString();

for (int index = 0; index < ELEMENT\_COUNT; index++)

{

String str = RandString();

thePull.setString(str, index);

}

return thePull;

}

private static String RandString()

{

String str = "";

int n = (int)(1000.0 \* Math.random());

if (n < 50 )

str = "space";

else if (n < 300)

str = "7";

else if (n < 600)

str = "cherries";

else

str = "BAR";

return str;

}

public static int getPayMultiplier (TripleString pullString)

{

int multiplier;

if (pullString.getString(0)== "cherries")

{

multiplier = 5;

if (pullString.getString(1) == "cherries")

{

multiplier = 15;

if (pullString.getString(2) == "cherries")

multiplier = 30;

}

}

else if (pullString.getString(0) == "7" &&

pullString.getString(1) == "7" && pullString.getString(2) == "7")

multiplier = 100;

else if (pullString.getString(0) == "BAR" &&

pullString.getString(1) == "BAR" && pullString.getString(2) == "BAR")

multiplier = 50;

else

multiplier = 0;

return multiplier;

}

public static void display (TripleString pullString, int winnings)

{

System.out.println("whirrrrrr .... and your pull is ... ");

System.out.println(pullString.getString(0) + " "+ pullString.getString(1)

+ " " + pullString.getString(2));

if (winnings > 0)

System.out.println("congratulations, you win: " + winnings +" \n");

else

System.out.println("sorry, you lose.\n");

}

public static void main(String[] args)

{

boolean userQuit = false;

do

{

int betAmount = getBet();

if (betAmount != 0)

{

TripleString pullString = pull();

int theMultiplier = getPayMultiplier(pullString);

int winnings = betAmount \* theMultiplier;

display(pullString, winnings);

}

else

userQuit = true;

}

while (!userQuit);

System.out.println("Good game. We hope to see you again!");

inputStream.close();

}

}

class TripleString

{

private String string1, string2, string3;

final int MAX\_LEN = 20;

TripleString()

{

string1 = "";

string2 = "";

string3 = "";

}

private boolean validString(String str)

{

if (str != null && str.length() <= MAX\_LEN)

return true;

return false;

}

public void setString(String str, int index)

{

if (validString(str))

{

if (index == 0)

string1 = str;

else if (index == 1)

string2 = str;

else if(index == 2)

string3 = str;

}

}

public String getString(int index)

{

if (index == 0)

return string1;

else if (index == 1)

return string2;

else if(index == 2)

return string3;

else

return "";

}

}

/\*----------paste of run from console window------------

How much would you like to bet (1 - 50) or 0 to quit? -1

How much would you like to bet (1 - 50) or 0 to quit? 555

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR space

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

space BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 7 cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 7

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

space BAR space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR 7

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries 7

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

space BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR space

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

space BAR space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries cherries

congratulations, you win: 150

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR 7

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

space BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR space 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries cherries

congratulations, you win: 150

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 space

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR space cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR cherries

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 7 cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR cherries

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries cherries

congratulations, you win: 150

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR 7

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR space cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries cherries

congratulations, you win: 150

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 7 cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

space cherries cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 7

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 BAR BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 7 cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR 7

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR BAR

congratulations, you win: 250

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries cherries

congratulations, you win: 150

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR BAR

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries BAR space

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR space

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR 7 BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

BAR BAR cherries

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries cherries BAR

congratulations, you win: 75

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 cherries 7

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

cherries 7 space

congratulations, you win: 25

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 space BAR

sorry, you lose.

How much would you like to bet (1 - 50) or 0 to quit? 5

whirrrrrr .... and your pull is ...

7 7 7

congratulations, you win: 500

How much would you like to bet (1 - 50) or 0 to quit? 0

Good game. We hope to see you again!

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