Programming Assignment #2

Simple Slot Machine Game

Create a program, called Assignment2 that prompt the user to enter the number of quarters they want to put into the machine. Since this is a prototype, you only need to print out the appropriate word representing the image that would normally be displayed in the slot machine. The program will display the word from the following list of words: Cherries, Oranges, Plums, Bells, Melons, Bars. The program will generate three random numbers each from the range of 0 to 5. Each number will determine which word gets displayed by using the order of the words (e.g., if the number is 0, the displayed word will be "Cherries", if 1, "Oranges" will be displayed, etc.). The program will keep prompting the user for quarters. If the user enters 0, the program will exit. The user starts with $5.00 in quarters. Their remaining balance is also displayed. If the balance drops to zero, the program exits.

The payoff rules are as follows:
No word matches = $0.00
Two word matches = two times the amount entered
Three word matches = three times the amount entered
Three "Bars" matches = five times the amount entered

Your program shall look like the following:

```
C:\> java Assignment2
Enter number of quarters inserted: 2
After spin: Orange Plum Plum
You win: $1.00    Your balance:  $5.50

Enter number of quarters inserted: 4
After spin: Bars Cherries Orange
You win: $0.00    Your balance:  $4.50

Enter number of quarters inserted: 3
After spin: Bars Bars Bars
You win: $7.50    Your balance: $11.25

Enter number of quarters inserted: 2
After spin: Bells Bells Bells
You win: $1.50    Your balance: $12.25

Enter number of quarters inserted: 0
Thanks for playing.
```

What to turn in
Source code of all classes created.
Screen shot of program running.