

Terminal app

By Matthew williams

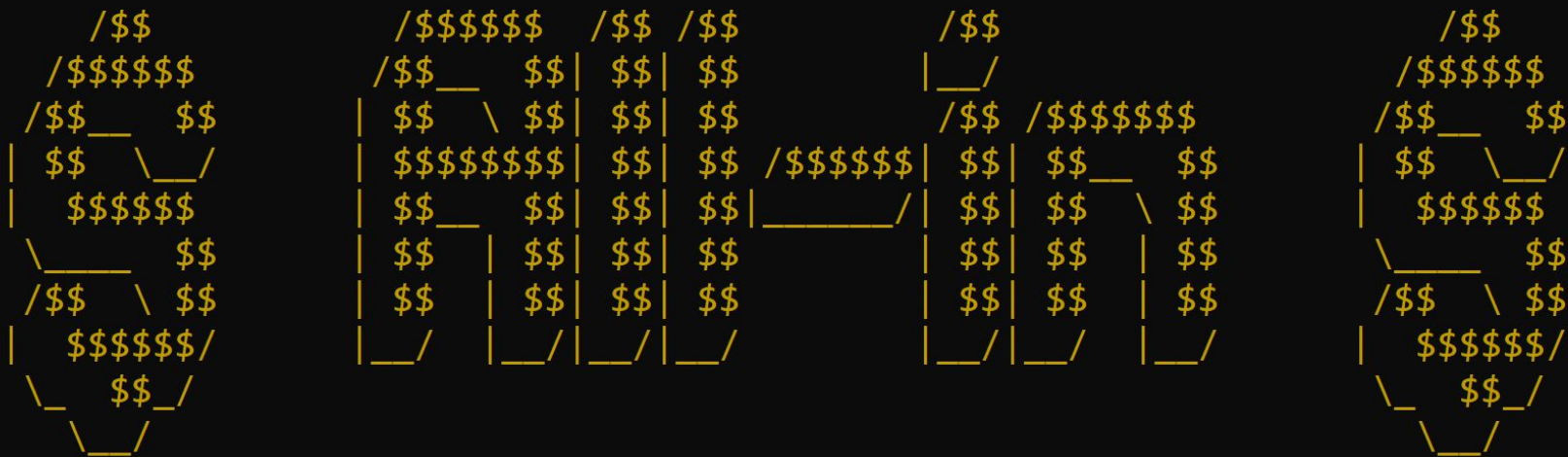
About my app

Name: All-in

Game style: Roulette table type game/ bet management

Target audience: anyone just killing time

About: Roulette game with an account system and bet logging. I plan on continuing to add to this with some other table top games.



Login or Create (Press ↑/↓ arrow to move and Enter to select)

- ☒ Login
- ☐ Create_account


```
Felling lucky? (Press ↑/↓ arrow to move and Enter to select)
```

```

      /$$$$$$$      /$$$
      | $$__  $$      | $$
      | $$ \  $$ /$$$$$/ /$$$$$/
      | $$$$$$/ /$$_  $$|_  $$_/
      | $$__  $$| $$$$$$$$| $$
      | $$ \  $$| $$_____/  $$ /$$
      | $$$$$$/| $$$$$$/  $$$$/
      |_____/  \_____/  \_____/

```

```

      /$$$$$/$$$$$ /$$$$$/ /$$$$$/ /$$$ /$$
      | $$_  $$_  $$ /$$_  $$| $$_  $$| $$ | $$
      | $$ \  $$ \  $$| $$$$$$$$| $$ \  $$| $$ | $$
      | $$ | $$ | $$| $$_____/| $$ | $$| $$ | $$
      | $$ | $$ | $$| $$$$$$/| $$ | $$| $$$$/|
      |_/ |_/ |_/ \_____/|_/ |_/ \_____/

```

Current balance: \$3651794792

Felling lucky? split

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36

press enter to continue

classes >  gamble.rb

242 `end`

243 `end`

244
245 `def self.split`

246 `#split feature`

247 `#prints the roulette table`

248 `puts "#{Rainbow("1 ").bg(:red).black} #{Rainbow("2 ").bg(:black).red} #{Rainbow("3 ").bg(:red).black}"`

249 `puts "#{Rainbow("4 ").bg(:black).red} #{Rainbow("5 ").bg(:red).black} #{Rainbow("6 ").bg(:black).red}"`

250 `puts "#{Rainbow("7 ").bg(:red).black} #{Rainbow("8 ").bg(:black).red} #{Rainbow("9 ").bg(:red).black}"`

251 `puts "#{Rainbow(10).bg(:black).red} #{Rainbow(11).bg(:black).red} #{Rainbow(12).bg(:red).black}"`

252 `puts "#{Rainbow(13).bg(:black).red} #{Rainbow(14).bg(:red).black} #{Rainbow(15).bg(:black).red}"`

253 `puts "#{Rainbow(16).bg(:red).black} #{Rainbow(17).bg(:black).red} #{Rainbow(18).bg(:red).black}"`

254 `puts "#{Rainbow(19).bg(:red).black} #{Rainbow(20).bg(:black).red} #{Rainbow(21).bg(:red).black}"`

255 `puts "#{Rainbow(22).bg(:black).red} #{Rainbow(23).bg(:red).black} #{Rainbow(24).bg(:black).red}"`

256 `puts "#{Rainbow(25).bg(:red).black} #{Rainbow(26).bg(:black).red} #{Rainbow(27).bg(:red).black}"`

257 `puts "#{Rainbow(28).bg(:black).red} #{Rainbow(29).bg(:black).red} #{Rainbow(30).bg(:red).black}"`

258 `puts "#{Rainbow(31).bg(:black).red} #{Rainbow(32).bg(:red).black} #{Rainbow(33).bg(:black).red}"`

259 `puts "#{Rainbow(34).bg(:red).black} #{Rainbow(35).bg(:black).red} #{Rainbow(36).bg(:red).black}"`

260 `puts "press enter to continue"`

261 `gets.chomp`

262 `end`

263

Problems

Didn't like csv at the start

So much error handling

Keeping the code 'dry'


```
260 table_array = [  
261   [1,2,3],  
262   [4,5,6],  
263   [7,8,9],  
264   [10,11,12],  
265   [13,14,15],  
266   [16,17,18],  
267   [19,20,21],  
268   [22,23,24],  
269   [25,26,27],  
270   [28,29,30],  
271   [31,32,33],  
272   [34,35,36]  
273 ]  
274 # Looping over table_array  
275 table_array.each_index do |y|  
276   # Get subarray and loop over its indexes also.  
277   subarray = table_array[y]  
278   subarray.each_index do |x|  
279     # Display x and y of array.  
280     puts "Y:#{y} X:#{x} "  
281   end
```