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// By: Frank Campos for C++ Module 1
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#pragma once
#include <iostream>

const int INITIAL_AMOUNT = 1000; //intial credit amount

class CSlotMachine
{
public:

    CSlotMachine();
    ~CSlotMachine();

    void Init_Game();
    void Spin();
    void GameRunning( bool game);
    bool isRunning(){return game_on;}
    void LostGame(bool status);
    bool GetLostGame(){return LOST_GAME;}

    void SetCredit(int mCredit); //set credit values
    void DecreaseCredit(int mDecrease); //decrease credit value when spinning
    int GetCredit(); //get credit in $ value

    void SetMaxCoin(int mMcoin); //set the max coin to bet
    int GetMaxCoin(); //get the current max coin to bet
    void ActivateMaxCoin(bool active); //activate max coin flag
    int isMaxCoinActive(); //check if max coin can be used

    void SetPayout(int mPay); //set the payout amount
    int GetPayout(); //get the payout amount

    int GetRandom(int mLow, int mHigh); //return random number between low
and high
    int GetPlayCoin(); //get the current playing coin
    int GetCoin(); //get coin value

    int GetRandom1(); //get random number 1
    int GetRandom2(); //get random number 2
    int GetRandom3(); //get random number 3

private:

    int mRand1;
    int mRand2;
    int mRand3;

    bool game_on; //game on flag
    bool LOST_GAME; //lost game flag
    bool mPlayMaxcoin; //play max coin flag

    int mPlayCoin; //my coin value to bet

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int mMaxcoin;//my max count to bet  
int mCredits;//credit amount  
int mPayout;//payout amount
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};
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