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//  By: Frank Campos for C++ Module 1
//  March 6, 2011
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#include "cslotmachine.h"
using namespace std;

void Main_Menu();//Main Menu
void Game_Play();//play game
void Options();//menu options
void Win_Game();//you win the game..you win jackpot
void Lose_Game();//you lose the game and your money....hahahah...
void Game_Quit();//quit game

bool done = false;//menu flag

CSlotMachine Machine;//slot machine game

void main()
{
 Machine.GameRunning(true);

  if(!Machine.GetLostGame())
  Main_Menu();//display main menu on start
  else
  Lose_Game();//display lost game info

}
void Main_Menu()
{

    while(!done){
    int m_choice = 0;//player choice

    cout << endl;
    cout << "\t============VIRTUAL SLOT MACHINE============";
    cout << endl;
    cout << "\t===========================================";
    cout << endl;
    cout << endl;
    cout << "\t\t\t===============";
    cout << endl;
    cout << "\t\t\t===PRESS KEYS===";
    cout << endl;
    cout << "\t\t\t===============";
    cout << endl;
    cout << endl;
    cout << "\t\t\t   "; cout << "1 = PlAY"; //play game
    cout << endl;
    cout << endl;
    cout << "\t\t\t   "; cout << "2 = OPTIONS"; //game options
    cout << endl;
    cout << endl;
    cout << "\t\t\t   "; cout << "3 = QUIT"; //quit game
    cout << endl;
    cout << endl;
```

```
      cout << endl;

      cout << "\t";
      cin >> m_choice;

      //if not a valid entry don't prcess below
       if(m_choice<4){

    switch (m_choice)
      {

      case 1:

          Game_Play();
            break;

       case 2:
           Options();
            break;

        case 3:
            Game_Quit();
            done=true;
            break;

      }
       cout << endl;

       }
      }

}
void Game_Play()
{

   while(!done){

    int m_choice = 0;//player m_choice

      cout << "\t=================VIRTUAL SLOT==============";cout << endl;
      cout << "\t=========================================";cout << endl;
      cout << "\t===CREDITS===";
      cout << "\t===PAYOUT===";
      cout << "\t====BET====";  cout << endl;

      cout << "\t"; cout << Machine.GetCredit();
      cout << "\t\t"; cout << Machine.GetPayout();
      cout << "\t\t"; cout << Machine.GetPlayCoin(); cout << endl;

      cout << "\t=============";
      cout << "\t============";
      cout << "\t===========";

      cout << endl;
      cout << endl;
      cout << "\t\t==========SPIN RESULT==========";  cout << endl;
      cout << "\t\t################################";  cout << endl;
```

```
    cout << "\t\t############  ";
    cout << Machine.GetRandom1();
    cout << Machine.GetRandom2();
    cout << Machine.GetRandom3();
    cout << "  ############";
    cout << endl;
    cout << "\t\t################################"; cout << endl;
    cout << endl;
    cout << endl;
    cout << "\t1) SPIN  2) BET ONE  3) BET MAX 4) Main Menu \n";
    cout << endl;

    cout << "\t";
    cin >> m_choice;

       //if not a valid entry don't prcess below
      if(m_choice<5){

    switch (m_choice)
      {

      case 1:
        Machine.Spin();
            break;

       case 2:
            Machine.ActivateMaxCoin(false);//deactivate the max coin
            break;

       case 3:
            Machine.ActivateMaxCoin(true);//activate the max coin
            break;

        case 4:
        Main_Menu();//display main menu
            done=true;
            break;


      }

   }
 }
}
void Options()
{

    while(!done){
    int m_choice = 0;//select the max coin

    cout << "\t==================OPTIONS==================";
    cout << endl;
    cout << "\t===========================================";
    cout << endl;
    cout << endl;
    cout << "\t===========================================";
      cout << endl;
```

```
    cout << "\t\tPRESS KEYS TO SELECT YOUR COINS";
    cout << endl;
    cout << "\t=========================================";
    cout << endl;
    cout << "\t\t\t   "; cout << "1 = 1 Coin"; //your coin value 1
    cout << endl;
    cout << "\t\t\t   "; cout << "2 = 2 Coins"; //your coin value 2
    cout << endl;
    cout << "\t\t\t   "; cout << "3 = 3 Coins"; //your coin value 3
    cout << endl;
    cout << "\t\t\t   "; cout << "4 = 4 Coins"; //your coin value 4
    cout << endl;
    cout << "\t\t\t   "; cout << "5 = 5 Coins"; //your coin value 5
    cout << endl;
    cout << "\t\t\t   "; cout << "6 = 6 Coins"; //your coin value 6
    cout << endl;
    cout << "\t\t\t   "; cout << "7 = 7 Coins"; //your coin value 7
    cout << endl;
    cout << "\t\t\t   "; cout << "8 = 8 Coins"; //your coin value 8
    cout << endl;
    cout << "\t\t\t   "; cout << "9 = 9 Coins"; //your coin value 9
    cout << endl;
    cout << "\t\t\t   "; cout << "10 = 10 Coins"; //your coin value 10
      cout << endl;
      cout << "\t\t\t   "; cout << "0 = MAIN MENU"; //back to main menu
      cout << endl;
      cout << endl;

      cout << "Your Max Coin Value = ";
      cout << Machine.GetMaxCoin();
      cout << endl;
      cout << "Select Max Coins: ";
      cin >> m_choice;

      if(m_choice==0){
       Main_Menu(); //display main menu
       done=true;
      }

      //if greater than 10 don't count
      if(m_choice<=10)
              Machine.SetMaxCoin(m_choice);

       cout << endl;
   }

}
void Lose_Game()
{

 while(!done){
    int m_choice = 0;

    cout << endl;
    cout << endl;
    cout << endl;
    cout << endl;
```

```
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t############  GAME OVER  ############";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << "\t\t#######################################";
        cout << endl;
        cout << endl;

        cin >> m_choice;

         if(m_choice)
         Game_Quit();
         done=true;

    }
}
void Game_Quit()
{
 Machine.GameRunning(false);
}
```