

CSCI 1990 ASSIGNMENT 5 SPRING 2009

DUE APRIL 2

Create an application that simulates playing a slot machine.

Here's the pseudocode:

Assume that the user will want to play the game at least once, so declare the String **answer**="y".

Before the game is played, int numberwon=0, numberplayed=0.

As long as the answer equals "y" or in Java **answer.equals("y")**

 Generate three random integers left, middle, and right in the range 0 to 9 and output them.

 Add 1 to the number played.

 If left equals middle and middle equals right

 Add 1 to the number won and output how many games the user has won.

 Otherwise if left equals middle or left equals right or middle equals right

 Add 1 to the number won and output how many games the user has won.

Then output the numberplayed and the percent won (100.0 times numberwon/numberplayed).

Then output a message to the user asking if s/he wants to play again (y/n).

Input this answer into **answer**.