

CSC 124 – Program 4

Write a program to allow the user to play a slot machine. Our machine will use 'fruit' as a theme, where the user tries to match three cherries, three oranges, etc.

The machine will have three reels each with 20 symbols distributed as follows:

Symbol	Reel 1	Reel 2	Reel 3
Cherry 5	2	3	
Orange 4	4	4	
Bell 3	4	4	
Globe 1	1	1	
Plum 3	3	1	
Lemon 3	5	6	
Bar 1	1	1	
Total 20	20	20	

The payout for the machine are:

Payline	Pays
Three globes	500
Three bars	100
Three plums	50
Three bells	20
Three oranges	15
Three cherries	10
cherry-cherry-any	5
cherry-any-any	2

notice the Cherry payouts are left justified.

The machine will begin with 20 credits and the user can bet 1 through 9 credits. The user can only bet if there are sufficient credits available.

Use single key strokes to process the bets 0 – 9, Q for quit, P to display the paylines, H for help. Any other key will spin the wheels providing a bet is made and the user has sufficient credits to cover the bet.

Use enum to define the symbols. Use typedef to define the data type of the symbols. Use three arrays to represent the wheels initialized with the appropriate distribution of the symbols.

Write a function to convert the enumerated symbols into the appropriate text symbol. This function accepts the defined data type and returns the string. You will need to

allocate memory for this string since local data within a function is released once the function completes.

Use random generators to determine the selection of the array elements.

What to submit:

Submit source code via email. If you are absent, it is still your responsibility to submit on time. Put group members' last names in the subject line.

Keep in mind the following:

- Name your source file main.c.
- Use functions, enum, typedef, arrays, malloc.
- With invalid data, your program should respond appropriately.
- Test your code when you think you are finished. Try to break it. After you are done trying to break it, I will then try.

Good Luck! Remember, questions are encouraged. 😊