

## Randomness Statements – “Slot Machine” Gradesheet – (35 pts.)

**Purpose:** Students will apply their “Randomness” coding skills in the creation of a Slot Machine.

**View the Model:** “Slot Machine,” on the class website.

### Helpful Hints:

1. The code being used for the Slot Machine is the same as the code used for the Dice! So keep looking at the Dice code for ideas.
2. All the images are being supplied to you on the ECS website.

### Gradesheet

1. The Left Slot Window will spin: Jack, Queen, King and Ace – a suit of your choosing.	10 pts
2. The Center Slot Window will spin: Jack, Queen, King and Ace – a suit of your choosing.	10 pts
3. The Right Slot Window will spin: Jack, Queen, King and Ace – a suit of your choosing.	10 pts
4. When the Green Flag is selected, the cards in each column will randomly appear 45 times.	5pts

