

GENERATING RANDOM NUMBERS: SLOT MACHINE PROGRAM

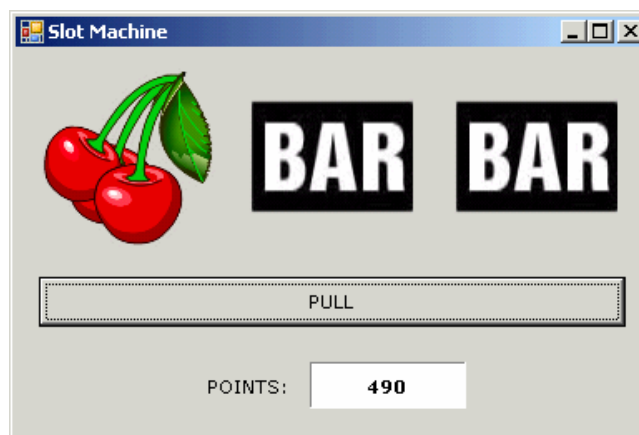
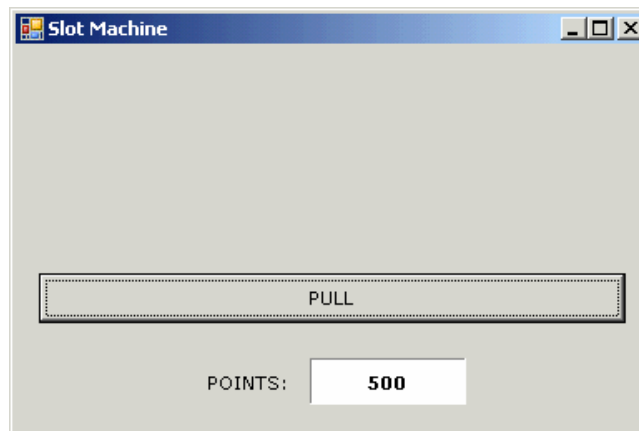
Create a **Slot Machine** program that randomly generates three possible images:



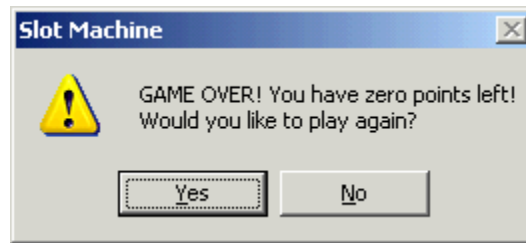
When the user clicks the **PULL** button one of the above possible images needs to be generated and outputted in the three picture boxes included in the form. If three cherries are generated, the user wins 100 points. If three 5 bars are generated, the user wins 50 points. If three bars are generated, the user loses 100 points. Any other combination that is generated results in the user losing 10 points.

At the start of the game, the user begins with 500 points.

Your program output should look something like this:



When the user runs out of points, a message box should be displayed asking the user if he/she wishes to play again:



If the user selects YES, the user's points should be reset to 500. If the user selects NO, the program should end.

Save the program as **Slot Machine** in your UNIT 3 folder.