

```
' SlotMachine - Semplice simulazione - prof. Zampini - 21/01/2011 - VB 2010
```

```
Public Class frmSlotMachine
```

```
Public Vincite, Giocate As Integer
```

```
Public Rapporto As Single
```

```
Private Sub btnEnd_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnEnd.Click
```

```
End
```

```
End Sub
```

```
Private Sub btnPlay_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnPlay.Click
```

```
lblRuota1.Text = CStr(Int(Rnd() * 10)) : lblRuota2.Text = CStr(Int(Rnd() * 10)) : lblRuota3.Text = CStr(Int(Rnd() * 10))
```

```
Giocate = Giocate + 1
```

```
If lblRuota1.Text = "7" Then
```

```
    PictureBox1.Visible = True : Beep() : Vincite = Vincite + 1
```

```
End If
```

```
If lblRuota2.Text = "7" Then
```

```
    PictureBox2.Visible = True : Beep() : Vincite = Vincite + 1
```

```
End If
```

```
If lblRuota3.Text = "7" Then
```

```
    PictureBox3.Visible = True : Beep() : Vincite = Vincite + 1
```

```
End If
```

```
Rapporto = Vincite / Giocate * 100
```

```
lblNVincite.Text = CStr(Vincite) : lblNGiocate.Text = CStr(Giocate) : lblRapporto.Text = CStr(Int(Rapporto))
```

```
btnPlay.Enabled = False : btnGameOver.Enabled = True
```

```
End Sub
```

```
Private Sub frmSlotMachine_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
```

```
    Randomize()
```

```
    lblNVincite.Text = "0"
```

```
End Sub
```

```
Private Sub btnGameOver_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnGameOver.Click
```

```
    lblRuota1.Text = "" : lblRuota2.Text = "" : lblRuota3.Text = ""
```

```
    PictureBox1.Visible = False : PictureBox2.Visible = False : PictureBox3.Visible = False
```

```
    btnPlay.Enabled = True : btnGameOver.Enabled = False
```

```
End Sub
```

```
End Class
```