CIS 1068
Worksheet 5

Instructions: **Slot Machine**: We're going to create a game that generates 3 random numbers, each between 1 and 6, checks to see if any of the numbers match and then tells the user what they've won. Each time the user plays, the game should ask if they would like to play again. The game should repeat until the user says he does not want to play again.

If the user matches all 3 numbers, the game should print: “**You've hit the Jackpot!**”

If the user matches 2 out of 3 numbers, the game should print: “**You've matched 2!**”

If the user doesn't match any numbers, the game should print: “**Sorry. Better luck next time.**”

In order to create this game, we are going to use the `nextInt()` method found in the `Random` class provided by Java.

1. At the top of your class, add the following import statement:
   ```java
   import java.util.Random;
   ```

2. Then, inside your main method, declare a random variable like so:
   ```java
   Random rnd = new Random();
   ```

3. In order to generate a new number between 1 and 6, you will use the following code:
   ```java
   int firstNumber = rnd.nextInt(6) + 1;
   ```
   This code generates a random integer and stores it in the variable `firstNumber`. You will repeat that step for each of the remaining 2 numbers.

4. Use a `do-while` loop to allow us to play the game repeatedly

5. After each round, use `JOptionPane.showConfirmDialog()` to ask the user if they would like to play again. For example:
   ```java
   int response = JOptionPane.showConfirmDialog(null, "Would you like to play again?", "Slot Machine", JOptionPane.YES_NO_OPTION);
   ```
   If the user selects yes, the `answer` variable will have value `JOptionPane.YES_OPTION`

6. Have the TA play your game to receive a grade.