GLOBAL JOURNAL OF ENGINEERING SCIENCE AND RESEARCHES

CASINO GAME USING C++

G.Rithika[*1], P.SriHarshitha[2], V.Manasa[3], Mrs .P.R.Anisha[4], Dr.B V Ramana Murthy[5] & Mr.C Kishor Kumar Reddy[6]

[*1,2,3,4,5&6]Stanley College of Engineering and Technology for Women, Hyderabad

ABSTRACT

C++ provides rich library support in the form of Standard Template Library (STL). C++ program on CASINO GAME is simple text base number guessing game. This project spatiality is we use in procedure oriented approach C++ is a high-level object-oriented programming language that helps programmers write fast, portable programs. to design casino number guessing game. With this guessing game player can deposit his money to play. From this amount he can bet on number between 1 and 10. If he wins he gets 10 times of money otherwise lost his money. As casino is played worldwide and is quiet a risky game, this number guessing game will help us in making better economic decisions .This project is very interesting project when users play this, they will really like the project.

Keywords: casino ,betting, gambling, money.

I. INTRODUCTION

Playing games at a casino can be both profitable and fun, and the latter is almost always true if you approach your session with the correct mindset. Games available in casinos are commonly called "Casino games". In acasino game, the players gamble casino chips on various possible random outcomes or combinations of outcomes. Casino games are also available in online casinos .They can also be played outside for entertainment purposes like in parties or in school competitions ,some on machines that stimulate gambling. A casino is a public room or a building where games, especially roulette and card games are played to win money. A **casino** is a facility which houses and accommodates certain types of gambling activities. The industry that deals in casinos is called the **gaming industry**. Casinos are most commonly built near or combined with hotels, restaurants, retail shopping, cruise ships or other tourist attractions. There is much debate over whether the social and economic consequences of casino gambling outweigh the initial revenue that may be generated. Some casinos are also known for hosting live entertainment events, such as stand-up comedy, concerts, and sporting events. The term "casino" is a confusing linguistic false friend for translators. **Casino** is of Italian origin; the root *casa* means a house. The term casino may mean a small country villa, summerhouse, or social club. During the 19th century, the term *casino*came to include other public buildings where pleasurable activities took place; such edifices were usually built on the grounds of a larger Italian villa or palazzo, and were used to host civic town functions, including dancing, gambling, music listening, and sports; examples in Italy include Villa Farnese and Villa Giulia, and in the US the Newport Casino in Newport, Rhode Island. In modern-day Italian a *casino* is either a brothel (also called **casa chiusa**, literally "closed house"), a mess, or a noisy environment, while a gaming house is spelt casino, with an accent. Not all casinos were used for gaming. The Catalina Casinoa famous landmark overlooking Avalon Harbor on Santa Catalina Island, California, has never been used for traditional games of chance, which were already outlawed in California by the time it was built. The Copenhagen Casino was a theatre, known for the mass public meetings often held in its hall during the 1848 Revolution, which made Denmark a constitutional monarchy. Until 1937, it was a well-known Danish theatre. The Hanko Casino in Hanko, Finland—one of that town's most conspicuous landmarks—was never used for gambling. Rather, it was a banquet hall for the Russian nobility which frequented this spa resort in the late 19th century and is now used as a restaurant.

II. ABOUT THE GAME

Casino is a Number Guessing Game. Player deposits an initial amount to start playing game. He guesses a number between 1 to 10 and enters betting amount. If he wins he will get 10 times of money he bets. If he bets on wrong number he will lost his betting amount. Game continues till user wants to play.

There are three general categories of casino games: table games, electronic gaming machines, and random number ticket games such as keno. Gaming machines, such as slot machines and pachinko, are usually played by one player at a time and do not require the involvement of casino employees to play. Random number games are based upon the selection of random numbers, either from a computerized random number generator or from other gaming equipment. Random number games may be played at a table, such as roulette, or through the purchase of paper tickets or cards, such as keno or bingo.

Casino games generally provide a predictable long-term advantage to the casino, or "house", while offering the player the possibility of a large short-term payout. Some casino games have a skill element, where the player makes decisions; such games are called "random with a tactical element". While it is possible through skillful play to minimize the house advantage, it is extremely rare that a player has sufficient skill to completely eliminate his inherent long-term disadvantage (the *house edge* or vigorish) in a casino game. Such a skill set would involve years of training, an extraordinary memory and numeracy, and/or acute visual or even aural observation, as in the case of wheel clocking in roulette or other examples of advantage play.

The luck factor in a casino game is quantified using standard deviations (SD). As the number of rounds increases, eventually, the expected loss will exceed the standard deviation, many times over.
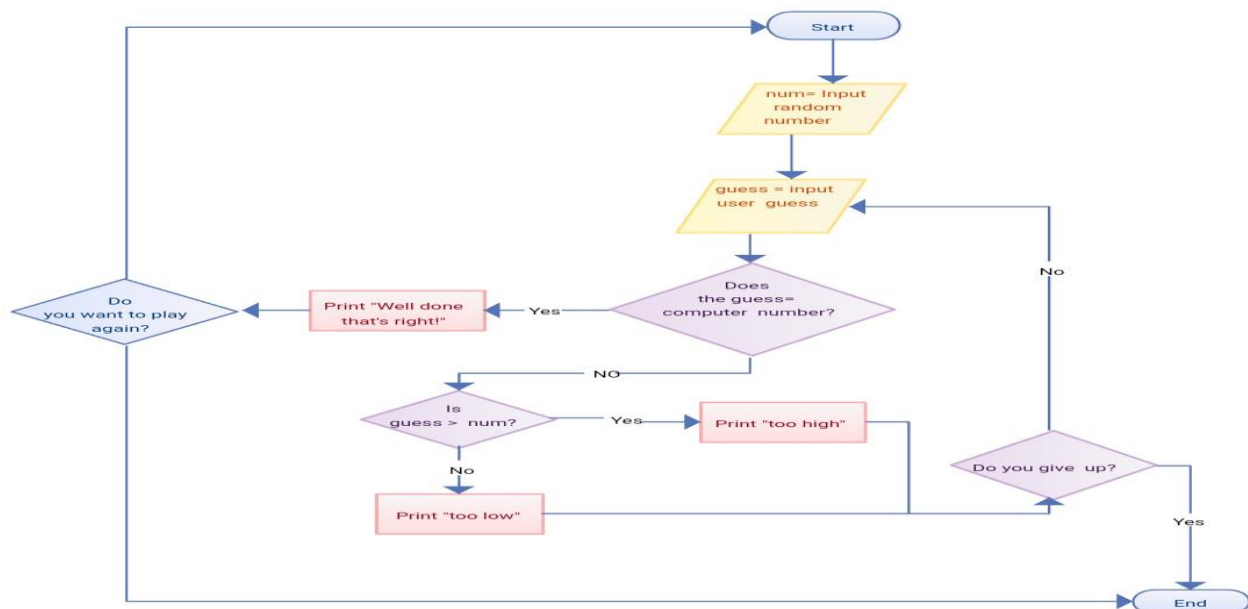
Figure:

Casino game

III.   ALGORITHM

1.Start
2.Read variables Playername,Amount
3.do
    Read Bettingamount
while(choice==y||choice==n)
4.ifBettingamount>Amount
read guess

dice=rand()%10 + 1
else
        Display re-enter the Bettingamount
5.if guess=Diceamount
             Amount=Bettingamount*10
else
             Amount=Amount-Bettingamount
6.Repeat steps 3,4,5
7.Stop

IV.   FLOWCHART

V.   ADVANTAGES AND DISADVANTAGES

Advantages:
1.The main advantage is that,these games can be potentially rewarding based on the player's skill level.
2.They are fun to play and even provide entertainment.It is a form of leisure and a relaxation method.
3.Players get a unique chance to finish the game with big wins.They can immediately win twice or thrice of the amount they bet.
4.Game play is an important part of human behavior but it has taken on more importance than in the individual person's development. The techniques to win would also improve our self-discipline.
5.They create new forms of revenue.Casinos in a community can surely increase employment of people.
6.They can contribute to government budgets.

Disadvantages:
1.It has problems with licensing and legality in different countries.
2.Children might get addicted to it and start gambling at a very young age.
3.Loss of existing amount can happen in case of bad luck.

VI.   RESULT AND DISCUSSION

After running the program, we have to enter our name along with the amount to be deposited. After that we will be taken to another screen where the rules of the game are displayed. Below the rules, the amount left with us will be

displayed i.e., current balance. After knowing our current balance we have to bet the amount on a number i.e., betting amount. If we win, our current balance becomes ten times the betting amount else, our current balance will be decreased by the betting amount. Later we got an option to decide whether we want to play the game again or no.

VII.   CONCLUSION

In this casino guessing game the player can see the amount he has played on, the right decision to be made, by showing the amount he will win or lose by playing a number. The player can add all the details including the number played and amount left. The player can finally play his chance by following the instructions given by the software. Since casino games are being played enormously worldwide, this source code is developed to avoid taking risky decisions. In this game you either become a billionaire or go bankrupt. No need to worry about the pre knowledge and experience, the computer will take care of your decision making.

REFERENCES

1. *"Michael Shackleford is the wizard of odds". The Observer. Retrieved 13 October 2015.*
2. *Hagan, general editor, Julian Harris, Harris (2012). Gaming law : jurisdictional comparisons (1st ed.). London: European Lawyer Reference Series/Thomson Reuters. ISBN 0414024869.*
3. *Gao, J.Z.; Fong, D.; Liu, X. (April 2011). "Mathematical analyses of casino rebate systems for VIP gambling". International Gambling Studies. **11** (1): 93–106. doi:10.1080/14459795.2011.552575.*
4. *Andrew, Siegel (2011). Practical Business Statistics. Academic Press. ISBN 0123877172. Retrieved 13 October 2015.*
5. *"Should Internet Gambling Be Legalized?" (July 29, 2010). [New York Times], Retrieved 7/20/2011.*
6. *Jump up to:[a] [b] Thompson, William N. (2015). Gambling in America: An Encyclopedia of History, Issues, and Society. p. 43. Retrieved August 17, 2015.*
7. *"Casino" Preble, Rossi, Keith, Francesco (2014). Ilveroitaliano: Your Guide To Speaking "Real" Italian. p. 66. Retrieved August 17, 2015.*
8. *"Avalon Casino Ballroom". Avalonball.com. Archived from the original on 2009-07-01. Retrieved 2009-06-21.*
9. *"Special catalogues in the Drama Collection". The Royal Library. Retrieved 2007-07-09.*
10. *"Itinerary Details". sailingshipadventures.com. Archived from the original on November 23, 2015. Retrieved August 17, 2015.*
11. *Thomassen, Bjørn (2014). Liminality and the Modern: Living Through the In-Between. Ashgate Publishing, Ltd. p. 160. Retrieved August 17, 2015.*
12. *"How Old Do You Have To Be To Go To A Casino?". Retrieved 2018-04-07.*
13. *"Slot Machines: The Big Gamble" Archived July 13, 2011, at the Wayback Machine, (Jan. 10, 2011). CBS 60 Minutes, Retrieved 7/20/2011.*
14. *Creating   Compulsion: An   Investigation   Into   Casino   Design,   Architecture   and AmbienceArchived November 4, 2013, at the Wayback Machine, LiveCasino.co.uk, Retrieved 2/9/2013.*
15. *Slot machines: a loselose situation (June 8, 2013). The Guardian, Retrieved 2/9/2013.*
16. *"The psychology behind casino design Archived 2013-08-01 at the Wayback Machine", (August 24, 2011). Time Out Chicago Archived 2013-09-12 at the Wayback Machine, Retrieved February 9, 2013.*
17. *"How disruptive design made Wynn Resorts' casinos highly profitable", (March 26, 2012). Smart Planet, Retrieved 2/9/2013.*
18. *http://www.pwc.com/gx/en/entertainment-media/pdf/pwc-playing-to-win.pdf*
19. *http://www.worldcasinodirectory.com/korea-republic-of*
20. *"Casinos". ngb.org.za. Retrieved 22 May 2017.*
21. *"Poland Gambling Casinos A-K". ildado.com. Retrieved 22 May 2017.*
22. *"Las Vegas and Macau Casinos Revenue - Travel and Gamble - Online Magazine about Gambling and Travelling". 22 October 2012. Archived from the original on 24 June 2017. Retrieved 22 May 2017.*
23. *"ThePOGG Interviews - SemyonDukach - MIT Card Counting Team Captain". Retrieved 2012-10-11..*
24. *Jump up to:[a] [b] Frank Jacobs (May 15, 2012). "Enclave-Hunting in Switzerland". The New York Times.*

25. Jump up to:*a* *b* https://www.economist.com/news/business/21586616-casinos-are-licence-print-money-right-not-one-losing-streak Gambling: Losing streak

26. "CasinóCampioned'Italia". Arounder. VRWAY Communication. Retrieved 2012-10-16.

27. "10 Of The World's Largest Casinos: The Biggest Casinos Ever!". 25 February 2016. Retrieved 22 May 2017.

28. American Gaming Association: State of the States 2016 Report (page 12), accessed May 6, 2017

29. "Casino Management and Operations". Gambling Info. Retrieved 23 June 2011.

30. Knightly, Arnold M. (February 2007). "Blink and you'll miss him". Casino City Times: 1. Retrieved 2011-01-30.

31. "Tribes to pay Conn. $25m in slot accord" Archived 2012-05-12 at the Wayback Machine, (August 27, 2009). The Boston Globe, Retrieved July 20, 2011.

32. Doug McKinlay (2010-12-07). "When the mob ruled Vegas". Financial Times.

33. Jeff German (2014-03-09). "From Siegel to Spilotro, Mafia influenced gambling, regulation in Las Vegas". Las Vegas Review-Journal.

34. Katie Hunt (2013-06-18). "The dark side of Asia's gambling Mecca". CNN.

35. Emma Reynolds (2016-10-19). "Murky world of Chinese high-rollers and organised crime". New Zealand Herald.

36. "Gambling addiction leads many down criminal road" Archived 2011-06-25 at the Wayback Machine, Jeremy Boren, (June 19, 2011). The Pittsburgh Tribune-Review, Retrieved 7/20/2011.

37. McCorkle, Richard C., "Gambling and Crime Among Arrestees: Exploring the Link" (July 2004). U.S. Department of Justice'. Retrieved 7/20/2011.

38. Walker, Douglas M. "Do Casinos Really Cause Crime?" (Jan 2008). Econ Journal Watch[1]

39. "CDC - NIOSH Health Hazard Evaluations (HHEs)". www.cdc.gov. 2018-11-30. Retrieved 2018-12-10.

40. Health, CDC's Office on Smoking and (2018-05-09). "Smoking and Tobacco Use; Fact Sheet; Ventilation Does not Protect From Secondhand Smoke". Smoking and Tobacco Use. Retrieved 2018-12-10.

41. www.ashrae.org (PDF)https://www.ashrae.org/File%20Library/About/Position%20Documents/ASHRAE_PD_Environmental_Tobacco_Smoke_2016.pdf. Retrieved 2018-12-10.

42. kialidster.weebly.com (PDF)http://kialidster.weebly.com/uploads/2/6/3/6/26364996/worksite_evaluation_-_casino_table_games_dealer.pdf. Retrieved 2018-12-10.

43. "WorkSafeBC". www.worksafebc.com. Retrieved 2018-12-10.

44. Oxford Dictionary of Card Games, p. 59, David Parlett, ISBN 0-19-869173-4

45. "Rules of Card Games: Casino". www.pagat.com. Retrieved 6 February 2019.

46. "Rules of Card Games: Casino". www.pagat.com. Retrieved 6 February 2019.

47. "Rules of Card Games: Casino". www.pagat.com. Retrieved 6 February 2019.

48. The Penguin Book of Card Games (Penguin, 1979)

49. Rose, I. Nelson; Loeb, Robert A. (1998). Blackjack and the Law (1st ed.). Oakland, CA: RGE Pub. p. 109. ISBN 978-0-910575-08-9.

50. "Definition as Gaming". United Kingdom Office of Public Sector Information. Retrieved 2012-09-22.

51. Humphrey, Chuck. "Gambling Law US". Gambling-Law-US.com. Retrieved 2012-09-22.

52. "UK Gambling Commission". Gamblingcommission.gov.uk. Retrieved 2012-09-22.

53. "You bet". The Economist. 8 July 2010.

54. Schwartz, David (2013). Roll The Bones: The History of Gambling. Winchester Books. ISBN 978-0-615-84778-8.

55. Murdoch, James (1926). A History of Japan. **3** (reprint ed.). London: Psychology Press (published 1903). p. 325–326. ISBN 978-0-415-15417-8. Retrieved 2018-04-06. Many Japanese are naturally prone to gambling; in the old Kyoto court the vice was rife, and in the fourteenth and fifteenth centuries samurai would often stake their arms, armour, and horse trappings on a cast of the dice, even on the eve of a battle, and so have to go into action in incomplete panoplies, and sometimes with no armour at all. In Tokugawa times the vice did not reach this extent among the samurai, but it became common in Yedo and continued to be so throughout the history of the city.

56. Wilkins, Sally (2002). Sports and Games of Medieval Cultures. Greenwood. ISBN 978-0-313-36079-4.

57. *Thomassen, Bjørn (2014). Liminality and the Modern: Living Through the In-Between. Ashgate Publishing, Ltd. p. 160. ISBN 978-1-4094-6080-0. Retrieved August 17, 2015.*

58. *"Nevada Gaming Control Board : Home". Retrieved 5 September 2016.*

59. *141 Cal. 2d 304, 295 P.2d 576 (3d Dist. 1956) (wife entitled to recover husband's gambling losses on the ground that he had made a gift of community property without her written consent); see also 38 Am. Jur. 2d Gambling § 175 (statutory provisions allowing third parties to recover gambling losses).*

60. *Bose, M. L. (1998). Social And Cultural History Of Ancient India (revised & Enlarged Edition). Concept Publishing Company. p. 179. ISBN 978-81-7022-598-0.*

61. *BerelWein. "Gambling". torah.org. Archived from the original on 16 June 2010. Retrieved 20 July 2010.*