

## **C++ Project**

Write a program that simulates the operation of a casino. The player starting the game gets a (randomly allocated) pot of money that can multiply (or lose) by playing at the following positions:

- Blackjack stand (with a computer),
- One-armed bandit (slot machine) stand ,
- Roulette stand (single player).

The player can change positions (as long as he has some amount of money). Each player has a name and a pool of money. The casino also maintains a list of TOP 100 players with the highest wins. The list should be stored in a text file.

An additional advantage will be if the program uses at least partially elements of object-oriented programming (for example by creating the appropriate class to represent a given type of game), but it's optional.