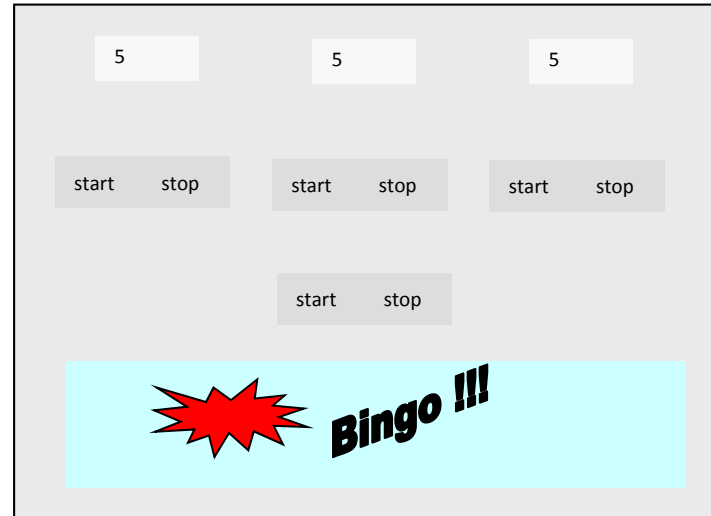


# Slot Machine Exercise



Program an applet or frame as presented in the figure above. In each text field are sequentially visualized numbers from 1 to 6, each for 100 msec. The process of counting is started or re-started when the button **start** that it is found in the panel containing the text field is pushed and is stopped with the button **stop** of the same panel is pushed.

The three text fields can be started and stopped together with the buttons **start** and **stop** in the external panel.

When at stopping time all the three text fields visualize the same number, in a panel of the applet or frame the event is notified to the user in a special manner. To the start of a new game the panel downwards should be cleaned.