

Package ‘casino’

January 17, 2019

Type Package

Title Play Casino Games

Version 0.1.0

Description Play casino games in the R console,
including poker, blackjack, and a slot machine.
Try to build your fortune before you succumb to the gambler's ruin!

License MIT + file LICENSE

URL <https://anthonypileggi.github.io/casino>,
<https://github.com/anthonypileggi/casino>

BugReports <https://github.com/anthonypileggi/casino/issues>

Encoding UTF-8

LazyData true

RoxygenNote 6.1.1

Imports magrittr, dplyr, tibble, tidyr, purrr, crayon, R6, ggplot2,
utils

Suggests knitr, rmarkdown, beepR

VignetteBuilder knitr

NeedsCompilation no

Author Anthony Pileggi [aut, cre]

Maintainer Anthony Pileggi <apileggi20@gmail.com>

Repository CRAN

Date/Publication 2019-01-17 17:40:03 UTC

R topics documented:

Blackjack	2
Deck	3
delete	3
play	4

Player	4
players	4
play_blackjack	5
play_poker	5
play_slots	5
play_sound	6
Poker	6
setup	7
Slots	7

Index	9
--------------	----------

Blackjack	<i>Blackjack R6 Class</i>
-----------	---------------------------

Description

Blackjack R6 Class

Usage

Blackjack

Format

An object of class R6ClassGenerator of length 24.

Examples

```
set.seed(101315)
setup()

# sit at the blackjack table
x <- Blackjack$new(who = "Player 1", bet = 10)

# play a hand
x$play()

x$hit()

x$stand()

# play a hand blind w/out drawing
x$play()$stand()

# clean-up
delete()
```

Deck

Deck R6 Class

Description

Deck R6 Class

Usage

Deck

Format

An object of class R6ClassGenerator of length 24.

Examples

```
# create a new deck
x <- Deck$new()
x

# draw a card
x$draw(1)
x

# draw 10 cards
x$draw(10)

# check how many cards are left
x$cards_left()

# reset the deck
x$shuffle()
x

# create a deck composed of 5 decks
x <- Deck$new(decks = 5)
x
```

delete

Delete all player history and re-lock the casino

Description

Delete all player history and re-lock the casino

Usage

delete()

play *Play in the casino*

Description

Play in the casino

Usage

play()

Player *Player R6 Class*

Description

Player R6 Class

Usage

Player

Format

An object of class R6ClassGenerator of length 24.

Examples

```
setup("my_profile")
Player$new("Player 1")
Player$new("Player 2")
delete()
```

players *List all player profiles*

Description

List all player profiles

Usage

```
players(file = Sys.getenv("CASINO_FILE"))
```

Arguments

file full path to file containing player profiles

play_blackjack	<i>Play blackjack</i>
----------------	-----------------------

Description

Play blackjack

Usage

play_blackjack(name)

Arguments

name	player name
------	-------------

play_poker	<i>Play poker</i>
------------	-------------------

Description

Play poker

Usage

play_poker(name, type)

Arguments

name	player name
type	game type ('draw' or 'stud')

play_slots	<i>Play the slot machine</i>
------------	------------------------------

Description

Play the slot machine

Usage

play_slots(name)

Arguments

name	player name
------	-------------

play_sound	<i>Play a sound (if possible)</i>
------------	-----------------------------------

Description

Play a sound (if possible)

Usage

```
play_sound(sound = "fanfare")
```

Arguments

sound character string or number specifying the sound (see [beep](#))

Note

requires the 'beep' package

Poker	<i>Poker R6 Class</i>
-------	-----------------------

Description

Poker R6 Class

Usage

```
Poker
```

Format

An object of class R6ClassGenerator of length 24.

Examples

```
set.seed(101315)
setup()

# draw poker
x <- Poker$new(who = "Player 1", type = "draw", bet = 10)
x$play()
x$hold(1, 2, 5)
x$draw()

# stud poker (bet 20)
x <- Poker$new(who = "Player 1", type = "stud", bet = 20)
```

```
x$play()

# clean-up
delete()
```

setup	<i>Allow casino to store player profiles in a local file</i>
-------	--

Description

Allow casino to store player profiles in a local file

Usage

```
setup(file = file.path(getwd(), ".casino"))
```

Arguments

file	full path to file
------	-------------------

Slots	<i>Slots R6 Class</i>
-------	-----------------------

Description

Slots R6 Class

Usage

```
Slots
```

Format

An object of class R6ClassGenerator of length 24.

Examples

```
set.seed(101315)
setup()

# start the slot machine
x <- Slots$new(who = "Player 1", bet = 10)

# play 1 game
x$play()

# play >1 game at a time
```

```
x$play(spins = 3)  
  
# clean-up  
delete()
```


Index

*Topic **datasets**

Blackjack, [2](#)

Deck, [3](#)

Player, [4](#)

Poker, [6](#)

Slots, [7](#)

beep, [6](#)

Blackjack, [2](#)

Deck, [3](#)

delete, [3](#)

play, [4](#)

play_blackjack, [5](#)

play_poker, [5](#)

play_slots, [5](#)

play_sound, [6](#)

Player, [4](#)

players, [4](#)

Poker, [6](#)

setup, [7](#)

Slots, [7](#)