

**Assignment #8**

Program a game where the user and an NPC gets two random integers between 1 and 10. The player with the highest pair wins, or if there are no pairs, the player with the highest total wins. The game should display appropriate messages, have a "Play Again" button and keep a running total of wins, losses and ties.

- Computer Science 120: Incorporate a betting element where the player can bet as to whether or not they have the better hand before seeing what the NPC has. Players can only win what they bet. Game ends if the player runs out to money.

**Assignment #9**

Program a game of (what I call) In-between. The player will view two random integers between 1 & 20 and bet as to whether a third card will be in-between the other two cards. Players win or lose what they bet with two exceptions:

1. If the third card is the same as the other two then they automatically win their current total.
2. If the third card is the same as one of the other two shown cards (called "hitting the post") then they lose 3 times their bet.

Have the game display appropriate messages and a quit button.