

# slots com multiplicadores

The underlying algorithm for the Plinko simulator is based on a two-dimensional array of values in it. The width and height of the board being simulated. On each slot, there is a value representing a multiplier. A chip is placed on one of the slots and allowed to fall through the board. As it falls, it bounces off the pegs, changing direction as it goes. Eventually, the chip will land on a slot and a multiplier will be applied to its current value.

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Palavras-chave: slots com multiplicadores

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