**Known problems:**

The program considers one winning number to be entitled to all numbers that are the same. For example if a winning number was 2 and I wrote six lots of 2’s as my guessing number, then it will think I have 6 matching numbers when in reality I only have 1 matching number. This is due to the user’s numbers not being stored in an array or due to the possibility of the if statements in different modules/fragments (not connected).

**Possible solution:**

if (num2 == rngnum1 || num2 == rngnum2 || num2 == rngnum3 || num2 == rngnum4 || num2 == rngnum5 || num2 == rngnum6 || num2 == rngBONUS && num1 !== rngnum1 || num1 !== rngnum2 || num1 1 !== rngnum3 )

System.out.println("You've matched one number!");

k++;

}

else {

System.out.println("No numbers matched so far!");

}

**Why this solution doesn’t “completely work”:**

The if statement is already extensive as it is and Java will not allow || to be integrated with && in a long segment.

Then do this for the next numbers making the !== assigned to their previous number. E.g. if it is num3, then the !== should be assigned to num2.

**Features I’m not certain about:**

If the prize counter accurately reflects the bonus award towards the user and if it is correctly calculated from the program.