

Homework4

Familiarization with the notions of the compound class, the list of initialization, pseudoconstructor.

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1 Task:

1. Change problem 4 (lab 3) by creating a new class associated with the Loto machine. Implement a new "Lotto Agency" class for the activity of registering game tickets. For each ticket, 3 vectors with 6 balls each will be randomly generated. After The simulation of a Loto draw will be checked if there is a winning ticket in a Loto agency.

2. Modify problem 6 (lab 3) by creating a class additional associated with the library. The uniqueness of the ISBNs will be validated corresponding to the library books.