

Class LotteryDraw

java.lang.Object
LotteryDraw

```
public class LotteryDraw
extends java.lang.Object
```

Field Summary

Fields		
Modifier and Type	Field	Description
private static double[]	prizeAmount	Indicates the \$ prize amount for each possible number of winning numbers (0 to 6) that a LotteryTicket can match
private int	ticketQty	The current number of LotteryTicket objects in the tickets array
private LotteryTicket[]	tickets	An array of LotteryTicket objects
private LotteryTicket	winningNumbers	A single LotteryTicket representing the winning numbers for this draw

Constructor Summary

Constructors	
Constructor	Description
LotteryDraw (int maxTickets)	Constructs a lottery draw given the maximum quantity of tickets for this draw

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
boolean	addTicket (LotteryTicket t)	Adds a LotteryTicket to this draw
double	getPrizeAmount (int n)	Returns the prize amount won for any ticket with a given quantity of numbers that match the winning numbers
LotteryTicket	getTicket (int index)	Accessor method for a single LotteryTicket
int[]	getWinningNumbers ()	Returns the winning numbers for this draw in unsorted order

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

tickets
<pre>private LotteryTicket[] tickets</pre> <p>An array of LotteryTicket objects</p>

ticketQty

```
private int ticketQty
```

The current number of LotteryTicket objects in the tickets array

winningNumbers

```
private LotteryTicket winningNumbers
```

A single LotteryTicket representing the winning numbers for this draw

prizeAmount

```
private static final double[] prizeAmount
```

Indicates the \$ prize amount for each possible number of winning numbers (0 to 6) that a LotteryTicket can match

Constructor Detail

LotteryDraw

```
public LotteryDraw(int maxTickets)
```

Constructs a lottery draw given the maximum quantity of tickets for this draw

Parameters:

`maxTickets` - The maximum quantity of tickets for this draw

Method Detail

getTicket

```
public LotteryTicket getTicket(int index)
```

Accessor method for a single LotteryTicket

Parameters:

`index` - The index from which to retrieve a LotteryTicket

Returns:

A reference to the LotteryTicket in position 'index' (or null in the case of an invalid index)

addTicket

```
public boolean addTicket(LotteryTicket t)
```

Adds a LotteryTicket to this draw

Parameters:

`t` - The LotteryTicket to be added

Returns:

false if the draw is full and cannot accept any more tickets, true otherwise

getPrizeAmount

```
public double getPrizeAmount(int n)
```

Returns the prize amount won for any ticket with a given quantity of numbers that match the winning numbers

Parameters:

n - The quantity of matching numbers

Returns:

The prize amount in dollars (0.0 in the case of an invalid value for n)

getWinningNumbers

```
public int[] getWinningNumbers()
```

Returns the winning numbers for this draw in unsorted order

Returns:

The winning numbers for this draw in unsorted order