Pseudo code for Lottery assignment.

Lottery set Class ()

Int weeks; counts the weeks

Int weekcounter; counts the amount of weeks that have gone by

Int TotalWinnings; counts the amount of winnings after each continuous week.

Int Total profit; counts the total profit of all the winnings

Int TotalCost; counts the total cost for the lottery

Int Spending: counts the total profit minus the spending

LotterySet()

Creates an instance of the myset class and creates an instance of the Lotset and the Copyset

LotterySet()

Creates an instance of the lottery set class and initialises the parameter data.

collectSet()

creates an instance of the Mysetclass and copy the set you made to a temporary set.

Lottery()

Clears the lotteryset and fills it with the new randomly generated numbers

Intersection()

Prints out the set with your data

Creates a temporary set that you can store the data of your set in

Gets the interstation between the lottery set and the temporary set

Winnings()

This calculates the size of the intersection and decides the winnings based on this size.

Weekrun()

This is the method that repeats the lottery, intersection and the winnings method

Mysetclass method ()

dataInput This is the field that is the user data

addToSet()

This is the method that adds your user input to a set that you created.

Returns the data input();