

## Java Assignment 6b – Lotto1

Create a new Java project with a class called Lotto1

*Object:*

You want to generate 6 random Lotto numbers for people to use in the National Lottery. The numbers are between 1 and 49.

When the program runs, it must generate a 6 random numbers and display them on screen. There is no input, only output, in this program. Please note that there is a small chance that certain numbers will repeat – at this point in your programming career this can be overlooked.

Hint: you will have to use the ***Math.random()*** method

Upload the completed java code to Edmodo when done (in either .txt /.docx/.odt format)

*Example output 1:*

**Generating Lotto numbers...**

**Your numbers are: 23 14 9 31 2 24**

*Example output 2:*

**Generating Lotto numbers...**

**Your numbers are: 3 49 3 39 25 34**

Extension: Adapt your program so that there are **no duplicate numbers**. This is quite tricky and your program become quite long.

*Example extension output:*

**Generating Lotto numbers...**

**Your numbers are: 5 32 24 22 48 1**