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| Use Case Name: | Lottery Drawing |
| Primary actor: | Player |
| Success guarantees : | The server fills his own ticket, print the result and save the result. |
| Minimal guarantees: | Return to the main menu |
| Trigger: | He chooses option 2 in the menu |
| Basic course | 0: User select option 2 in the menu  1: the server choose his first number between 1-49  2: the server choose his second number between 1-49  3: the server print the result  4: the server saves the result  5: return to the menu |
| Alternative course |  |