Lotto Number Generator Application Algorithm

LottoNumberGenerator is initialized.

Main method calls first windows prompt with the following strings:

* String 1: Welcome to Lotto Number Generator! (Insert 2 empty lines)
* String 2: Please press enter for lottery numbers.

Prompt automatically waits for user to press enter or the ok button as part of its method instruction.

The main method calls the second windows prompt, two scripts will be in the output.

The first output is a lottery generation method that has preset parameters for fantasy 5; A string containing the name of the lottery("Fantasy 5") and an integer containing the range of possible numbers for that lottery(36).

Output 1 of Lottery Generation:

Designate string as a number list, which holds no characters from inception.

Number list = to lister method with parameters containing the list itself and the int value of the range for fantasy 5.

Within lister method:

Designate an int variable that is = to a number generation method that has int value of range for fantasy 5.

Within number generation:

Designate int variable to zero.

Use random class to create a new random object.

Make int variable = 1 + a random number that is within the int value range of fantasy 5.

Return the value to the lister method.

Update the number list string to = itself + the value just returned from number generation method.

Return the updated number list to Lottery Generation.

Keep updating the number list within Lottery Generation using the lister method five more times, to get the six numbers within the string.

Create a new string called result = the string lottery name with statement that informs the following numbers are of it, with the number list.

Return the result string to the first out as the string to be shown in the prompt.

Insert 2 Lines between output 1 and 2.

Output 2 of Lottery Generation:

Same as output 1 but with parameters for Lotto.

Prompt automatically waits for user to press ok or enter to end application using instructions within window prompt method.