**Project**

1. Specify a Name/Title for your project. (1 mark)

Dawson’s Lotto Machine

1. Write a short paragraph outlining the high-level objectives or your project applications. As part of your explanation, mention the typical user/s of your applications. (2 marks)

The high-level objectives of my application include: Working lotto program, Ability to save the data and display into the website, and for the program to be user friendly. The users of my application are people that enjoy to bet their money so that they could win some in return if they succeeded.

1. Mention the target devices/platforms for your project applications, and explain how this choice affects development of the project. (2 marks)

The target platforms area all operating systems since java supports them. This choice affects the development of the project because we could have used C# instead however we used java to be more open to more users.

4) List the interactions you will be implementing and in which component of the project you will be implementing them. Note that CRUD operations of the same entity (if any) only count as 1. (5 marks)

|  |  |
| --- | --- |
| Interaction | Component |
| Enter 5 numbers | Desktop |
| Help | Desktop |
| Contact Us | Website |
| Generate Random Numbers button | Website |
| Choose ticket | Desktop |
| Enter age | Desktop |
| Change Colour of website to three different themes | Website |
| Save Lotto numbers and display in the website | Desktop/Website |
| Lotto Strategies and walkthrough Video Page | Website |
| Replay Game | Desktop |
| Music Button | Website |
| Login and logout | Desktop |
| Enter Discount | Desktop |
| Gallery | Website |
| FAQ’s page | Website |
| Enter Name and Surname to display later in program and website | Desktop |
| Send receipt as email | Desktop |
| User Enters initial amount he wants to deposit | Desktop |
| Winning calculator | Website |

1. Keeping in mind the technology you intend to work with, what do you need to set up on your development machine? (2 marks)

Net beans, Brackets, Xamp.

1. From your 20 interactions, choose 5 and highlight how you are going to implement them, as well as what the applications need to be able to fulfil them. This

might include what kind of data needs to be stored. (5 marks)

1: Help

This will be a button at the top of the program and while it is running the user could have the option to press so it could explain the rules clearly. It will contain text regarding the explanation as well as several discount codes.

2: Choose Ticket

The user will be given an option to choose a ticket so that depending on how much he entered in the beginning will be deducted and since he could pay more he could win more money. This will be implemented by asking the user to enter a number between 1 to 3 and this data will be stored in a variable, depending on which number he chooses his answer will determine the total winnings he could win.

3: Enter Age

The user will be asked to enter his date of birth so that the program calculates the current year and it will calculate the total age the user will have, if the age is below 18 it will stop working and exit the program. This will be done by asking the user for his date of birth and then the data will be stored in a variable and it will calculate if the user is old enough to play.

4: Contact Us

This will be part of the website and it will be a page that will have several text fields that the user can fill in so that he can send us an email if he desires to contact us. This will store the data that the user will enter and it will be sent using PHP.

5: Generate random numbers button

This feature will give the website more life because it could give the user an idea on what numbers to play while he’s browsing in the website. This will be done by implementing a button that when clicked will randomly choose 5 numbers and display them into the website for the user to see.

7) Apart from your 20 interactions, mention 2 non-functional requirements of your applications, and

briefly explain how you intend to achieve them. Also mention to which application (web, desktop

or mobile) they apply. (2 marks)**1: Well Maintained**

The code is well maintained with methods and this will make programming much more efficient and easier for programmers to read and understand the code.(Desktop)

**2: User friendliness**

The website is user friendly because it has a beautiful interface, the user can also change the colours which continue to contribute towards the user friendliness. Moreover, when data is needed to be entered it provides the element of simplicity and straight forwardness. (Website)