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18-November-2014

CST-183-FA110-14FA-COURSE

This program will simulate a lottery by prompting the user to enter 6 numbers and then compare them to 6 randomly generated numbers. Based on the amount of similar numbers will assign a prize to the user.

Start

Lottery()

{

Int[] computer;

Int[] player;

Create arrays sized 6

getNums()

winnings()

}

getNums()

int[] player

for(int I; i<player.length;i++)

{

System.out.println(“Enter a num”);

Player[i] = System.in.netInt();

}

Winnings()

String string

Case

0

Free Ticket

1

$5

2

$25

3

$500

4

$5000

5

$100,000

6

$1,000,000

Return string based on number of same #s

Step 3.

/\*-------------------  
Created by: NAthan Gaffney  
17-November-2014  
JAVA PROGRAMMING - CST-183-FA110-14FA-COURSE  
This class will create a lottery simulation program.  
Errors Handled: None  
Dependencies: None  
Method:  
Lottery  
getNums  
winnings  
---------------------\*/  
import javax.swing.\*;  
import java.awt.\*;  
import java.awt.event.\*;  
import java.util.Random;  
import java.util.Scanner;  
  
public class Lottery  
{  
 private int[] lotteryNumbers;  
 private int[] playerNumbers;  
 private String lotNums ="";  
 private String plyNums = "";  
 /\*\* This is the constructor  
 It will create an object and then call the methods\*/  
 public Lottery()  
 {  
 Random random = new Random();  
 lotteryNumbers = new int[6];  
 playerNumbers = new int[6];  
 for (int i=0; i < lotteryNumbers.length;i++)  
 {  
 lotteryNumbers[i] = randInt(random,0,47);  
 }  
 getNums();  
 for (int i=0; i < lotteryNumbers.length;i++)  
 {  
 lotNums += lotteryNumbers[i] + " ";  
 }  
 for (int i=0; i<playerNumbers.length;i++)  
 {  
 plyNums += playerNumbers[i] + " ";  
 }  
 System.out.println("Lottery numbers: " +lotNums);  
 System.out.println("Player numbers: " +plyNums);  
 System.out.println(winnings(playerNumbers));  
   
 }  
 /\*\*Found on stackOVerFlow by Greg Case  
 This mthod will create a random number based on the parameters sent  
 @param min the miimum value of the range  
 @param max the maximum value of the range  
 \*/  
 public static int randInt(Random rand,int min, int max)  
 {  
 int randomNum = rand.nextInt((max-min)+1)+min;  
 return randomNum;  
 }  
 /\*\*This method will prompt the user for their lottery numbers  
 Storing them in an array.\*/  
 public void getNums()  
 {  
 String string="";  
 Scanner keyboard = new Scanner(System.in);  
 for (int i=0; i<playerNumbers.length;i++)  
 {  
 switch (i)  
 {  
 case 0:  
 string = "first ";  
 break;  
 case 1:  
 string = "second ";  
 break;  
 case 2:  
 string = "third ";  
 break;  
 case 3:   
 string = "fourth ";  
 break;  
 case 4:  
 string = "fifth ";  
 break;  
 case 5:  
 string = "sixth ";  
 break;  
 default:  
 System.out.println("Cataclysmic Failure.");  
 }  
 System.out.println("Enter your "+string+"number.");  
 playerNumbers[i] = keyboard.nextInt();  
 }  
 }  
 /\*\*This method will determine how many numbers are the same  
 Based on similar numbers will determine a prize\*/  
 public String winnings(int[] picks)  
 {  
 String string ="";  
 int numSame = 0;  
 for (int i=0; i <lotteryNumbers.length; i++)  
 {  
 for (int j=0; j<picks.length;j++)  
 {  
 if (picks[j] == lotteryNumbers[i])  
 {  
 numSame ++;  
 }  
 }  
 }  
 switch (numSame)  
 {  
 case 0:  
 string = "You won a free ticket for the next drawing!";  
 break;  
 case 1:  
 string = "You won $5.00!";  
 break;  
 case 2:  
 string = "You won $25.00";  
 break;  
 case 3:   
 string = "You won $500.00";  
 break;  
 case 4:  
 string = "You won $5000.00!";  
 break;  
 case 5:  
 string = "You won $100,000.00!";  
 break;  
 case 6:  
 string = "You won $1,000,000.00!";  
 break;  
 default:  
 System.out.println("Cataclysmic Failure.");  
 }  
 return string ;  
 }  
 /\*\*Main\*/  
 public static void main(String[] args)  
 {  
 Lottery lot = new Lottery();  
 }  
   
}

Output:

Ï«Ï ----jGRASP exec: java Lottery  
ÏÏ§Ï  
ÏÏ§ÏEnter your first number.  
¼¼§Ï1  
ÏÏ§ÏEnter your second number.  
¼¼§Ï2  
ÏÏ§ÏEnter your third number.  
¼¼§Ï3  
ÏÏ§ÏEnter your fourth number.  
¼¼§Ï4  
ÏÏ§ÏEnter your fifth number.  
¼¼§Ï5  
ÏÏ§ÏEnter your sixth number.  
¼¼§Ï6  
ÏÏ§ÏLottery numbers: 14 43 7 15 4 22   
ÏÏ§ÏPlayer numbers: 1 2 3 4 5 6   
ÏÏ§ÏYou won $5.00!  
ÏÏ§Ï  
ÏÏ©Ï ----jGRASP: operation complete.  
¼¼ÏÏ