Pseudocode for Lotto simulator

Input: Number of boards user chose.

Output: Result of draw.

LOTTO SIMULATOR:

START

1. GET USER INPUT.

2. PASS INPUT INTO CREATEBOARDS FUNCTION.

3. CREATE TICKETS ARRAY THAT KEEPS TRACK OF BOARDS PER TICKETS.

4. USE TICKETS ARRAY TO RENDER BOARDS ON PAGE.

5. ON CLICK OF BLOCKS/NUMBERS IN BOARD, UPDATE TICKETS ARRAY WITH SELECTED NUMBERS.

6.   CREATE DRAW FUNCTION AND PASS TICKETS ARRAY AS PARAMETER.

7. IN DRAW FUNCTION CREATE RANDOM WINNING NUMBERS.

8. COMPARE WINNING NUMBERS WITH THE SELECTED NUMBERS FROM TICKETS ARRAY.

9. IF WIN CONDITION IS MET:

   RETURN MESSAGE "YOU WIN".

   ELSE:

      RETURN MESSAGE "YOU LOSE".

   IF PLAYER CHOOSES TO PLAY LOTTO PLUS 1 AND 2:

START AGAIN FROM STEP 7.

END