Java 1 Session 4 Assignment

Use args (see the static main() method parameter) to obtain the following:

1. A flag -b followed by an integer number of lotto balls to use (default is 6)
2. A flag -p followed by the maximum ball number i.e. from 1 to the max (default is 54)
3. A flag -y followed by the number of years to simulate (default is 1)

Define a new class called Lotto and a private method called calc_odds() that returns the odds of winning. Use the following algorithm, where the correct numbers must be picked in order:

1. Create a new array of integers from 1 to <-p value>
2. Return the last <-b value> numbers multiplied together i.e. using the defaults, multiply the last 6 values of the array together
3. (optional) What would the odds be if numbers could be picked in any order?

Add a private method to Lotto called print_results(LotteryDrawing lottery) which just outputs "-- Lottery drawing report--" for now.

Write a "mock" class called LotteryDrawing that is instantiated by Lotto class and takes the args mentioned. "Stub out" the following methods:

1. public void run_simulation()
2. private void init()
3. private int[] pick_numbers()
4. private void validate()

We will fill in the missing methods next assignment.