Pseudo-code for a lottery simulator

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(NOT IN CODE) Make header and separate file for functions and main program

Include libraries

Variables for amount of numbers in lottery, the lottery array of numbers, the user’s array of numbers, and number of matches

Set up ability to generate random numbers

Welcome user to program and ask for input

Use user input function to get and validate user numbers

If the user enters something not allowed for the lottery then make them restart

Use function to randomly generate numbers for the lottery

Sort and output the sorted numbers for both the lottery and user’s numbers using a sorting function

Use a function to compare the arrays of the lottery and user’s lucky numbers and store the number of matches in a variable

Input the number of matches into a function and tell the user their winnings

Thank the user for playing and exit the program

TEST CASES:

1. User: 1,1,1,1,1

Lottery: 13,16,44,49,70

Winnings: None

1. User: 10, 100 (RESTART) 10, 1, 13, 15, 11

Lottery:21,64,86,93,98

Winnings: None

1. User: e (RESTART) ew (RESTART) 50,10,90,42,60

Lottery:10,42,50,60,99

Winnings: None

1. User:18,13,10,9,72

Lottery:9,25,27,33,37

Winnings: $5!