# Webpals Job Interview – Front End

In the following task you’re required to build a Lotto table widget.

Your data is hosted on a json file which is located in the following link:

[/test/json/lotto.json](http://localhost/test/json/lotto.json)

the json file contains data about 3 different lotto draws like: lottery\_name, next\_draw\_jackpot, play\_link, lottery\_logo etc.

**Please Notice:**

Each draw has different numbers range for regular numbers and for strong numbers to draw from, for example:

**Mega Millions** can draw **5** numbers between **1 to 75**, and **1 strong** numbers from a different pool between **1-15**

**EuroMillions**, for instance, can draw **5** numbers between **1 to 50**, and **2 strong** numbers, again from a different pool between **1 to 11**.

Your asked to create a table widget that will do as follows:

1. Write a JavaScript code that will read the data from the JSON file and print it to the table according to the design that is attached.
2. Write a function to draw random numbers for each lottery according to the numbers range and amount and for strong numbers as well. The numbers you draw should be printed to the screen under the column “Your Lucky Numbers”. **(Remember – the Numbers you draw must be unique and cannot be repeated)**
3. Brand Logo – the logo image is under the attribute “lottery\_logo” in json file, you should add the image **dynamically**.
4. Prize – add the jackpot for each raw dynamically from the attribute “next\_draw\_jackpot”
5. Add a “Call to Action” Button under the Visit Site column with a link to “play\_link”.
6. Table must be responsive according to the design for mobile and desktop.
7. Keep in mind to write code which is DRY, easy to maintain, scalable and with emphasis on object oriented methodologies and performance.
8. You can use Bootstrap(or other framework), javascript, jQuery, html and css (less/scss) to get your solution.