

Start

gameValidation

```
var = flLotto  
lotto = gameValidation  
lottoArray = lottoNumberGen
```

```
var =  
timesClicked
```

lottoNumberGen

Math.round

gameValidation
(contains "while
if"
statement.)

return lotto

lottoNumberGen

return lottoArray

Output
console.log
(lottoArray)

Finish

