

Brief report on creating Tolo:

Tolo is a simple bet program that allows users to input four random unique numbers.

Bet Class: Accepts four numbers and the fee for betting for the user. I also computed the gain in this class

SuperBet Class: it inherits from bet class but includes a lucky number, the computed gain from the Bet class is overridden here because it has to take into account the lucky number.

Tolo Class: This class creates a new bet using Bet class and SuperBet class. It also generates an array of four random numbers which will be used to compare against the user input. In Tolo class we get all the matched numbers by comparing user inputted numbers with what we have randomly generated. Once we have the complete number of matches we compute the gain.

LotteryGUI: This is the interface users will interact with. There are actions to ensure all user input are unique and users can also decide on the type of Bet they will prefer to play.