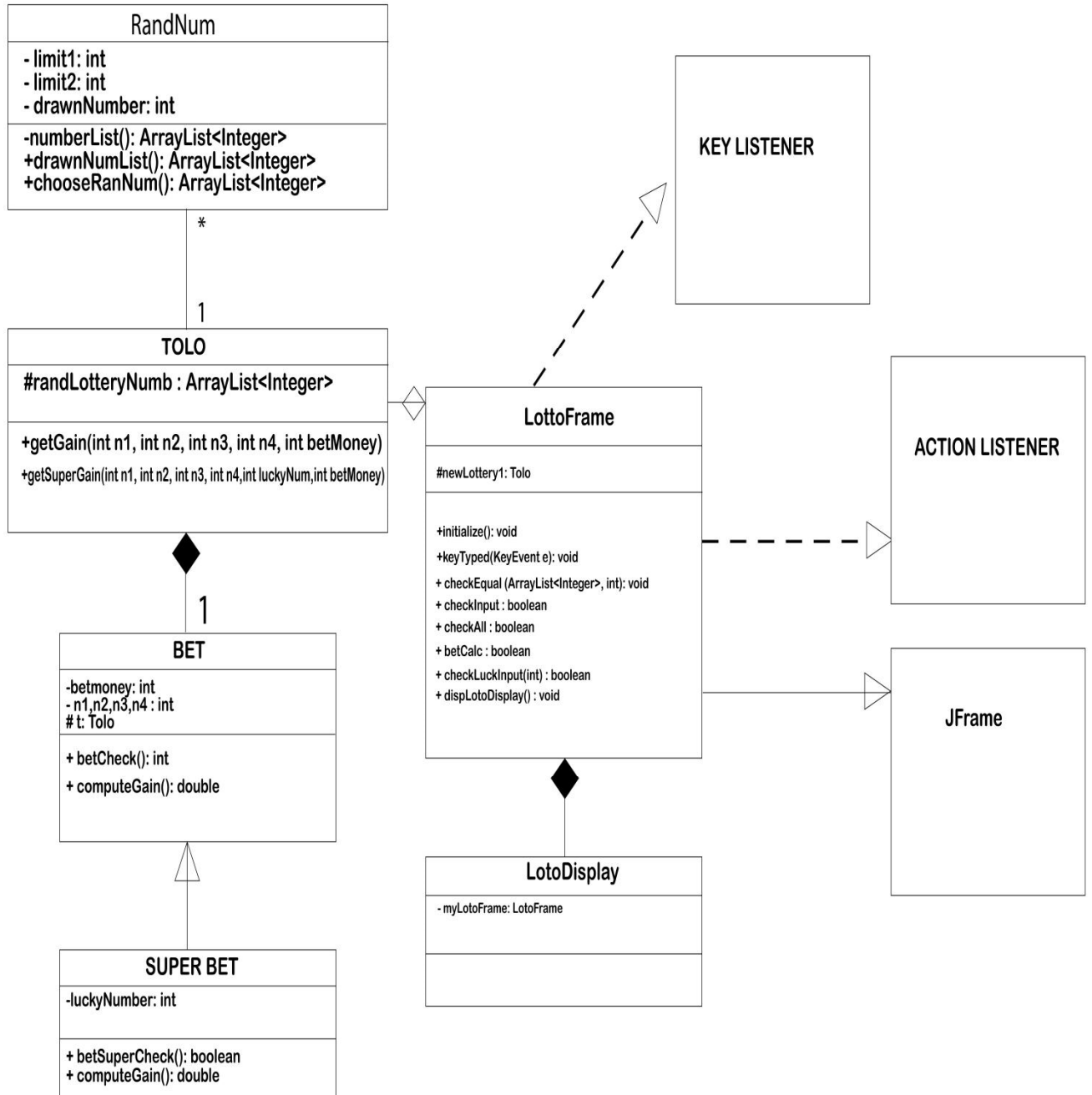


## Class Diagram:



# Explanation of Classes and their methods:

## 1: Class Tolo:

This class used to create array of 4 random number from RandNum Class. It also draw lucky random number.

I: **public double** getGain (**int** n1, **int** n2, **int** n3, **int** n4, **int** betMoney)

This method used to calculate gain of bet of selected number by participant.

II: **public double** getSuperGain (**int** n1, **int** n2, **int** n3, **int** n4, **int** luckyNum, **int** betMoney)

This method used to calculate gain of Superbet of selected number by participant.

## 2: Class RandNum:

This class generates quantity of random number (**drawNum**), in between limit1 and limit2.

I: **private** ArrayList<Integer> numberList ()

Method for generating integer arraylist in between two limits. This method actually generate

II: **public** ArrayList<Integer> drawnNumList ()

This method for generating random number one, four or any number in between given limits

III: **public** ArrayList<Integer> chooseRanNum ()

This method for testing. Select num of your own choice

## 3: Class Bet:

This class create bet of selected numbers by player and check if it's equals to random number and compute gains.

I: **public int** betCheck()

This method compare selected number with randomly generated numbers.

II: **public double** computeGain()

This method compute gains of player.

### 3: Class SuperBet:

This class extends to bet class and one additional parameter Luck number by player. It also override computGain method of Bet.

### 4: Class LotoFrame:

This class is the Gui of our program and it's the initial frame where player enters the number to play bet. It implements key listen which allow only digit input. It also implements Action Listener which do specifice actios. It extends to JFrame.

I: **public void** checkEqual (ArrayList<Integer> s, **int** n)

This method is to check if entered number are not equal

II: **public boolean** checkInput (ArrayList<Integer> s)

This method is to check if selected number are not in between 1 and 20 inclusive

III: **public boolean** checkAll()

This method id to check if text fields are not empty and converting them into integer.

IV: **public boolean** betCalc()

This method is to check bet amount is not empty and grater than zero

V: **public boolean** checkLuckInput (**int** s)

This method is to check valid lucky number in between 1 and 10.

VI: **public void** displotoDisplay ()

This method display result frame.

VI: **public void** initialize()

This method is for the settings of JFrame like JLabel, text fields etc.

### 4: Class LotoDisplay:

This method displays the result of Loto and it take LotoFrame as an argument.