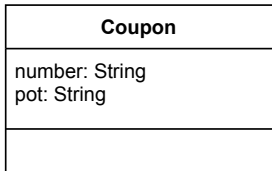
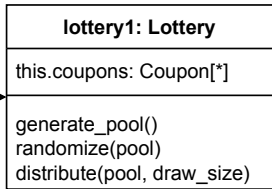
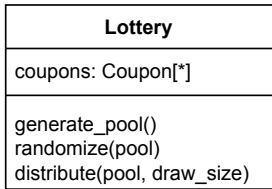
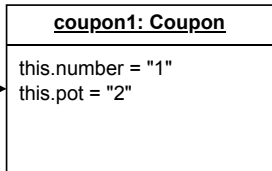


Class Diagram



Object / Instance Diagram



```
Lottery lottery1 = new Lottery ();  
lottery1.generate_pool();  
List<Coupon> coupons = lottery1.getCoupons();  
// coupons = ["1A", "2A", "3A"]  
coupons = lottery1.randomize(coupons);  
// coupons = ["4C", "1A", "6B"]
```