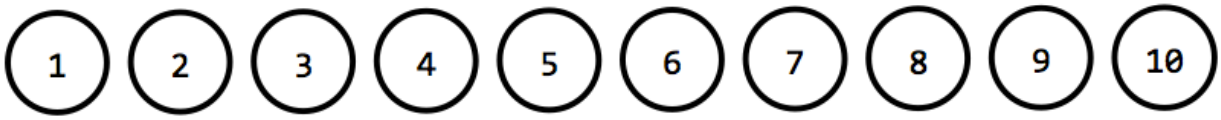
Python In-class Programming Assignment
Pick-4 Lottery



Write a python program to draw four numbers in an imaginary "Pick 4" Lottery. The program should have the following features:

- Draw four numbers from a total pool of `10`, numbered `1` through `10`.
- Your Pick-4 draw must have no repeats in it, e.g. `09 10 02 09` is not a valid draw.
- Use formatted printing to show the winning draw with leading zeros before every number that is a single digit.
- Initialize a counter. Every time you generate a random number (meaning you call `random.randint()`) increment the counter by one and display the result at the end. I'm interested in knowing how many times you had to re-generate a random number because it was a duplicate of a previous one.

Here are some sample runs:

```
Your winning Pick-4 draw is: 05 04 09 01
I generated 5 random numbers.


Your winning Pick-4 draw is: 06 09 02 03
I generated 6 random numbers.


Your winning Pick-4 draw is: 02 06 07 04
I generated 4 random numbers.


Your winning Pick-4 draw is: 08 01 06 10
I generated 8 random numbers.
```