Dev Task

Design a .NET solution representing a minified version of lottery workflow, namely:

* A lottery number generator service, which will output 6 (out of 49) numbers every 20 seconds
* A console application, which will read user ticket input –a username and six non repeating numbers, satisfying 0 < n <= 49
* A module or service which will compute the jackpot and winnings of the lottery every 10 seconds.
* All inputs cost 1 unit which should be accumulated in the jackpot if the user doesn’t win after each draw.
* Set the initial Jackpot to 100000 units; single ticket price x = 1. By default each user starts with 10 units.
* Define the winnings as :
  + 3 matched numbers – 10
  + 4 – 100
  + 5 – 10000
  + 6 - Jackpot
* Keep user and jackpot balance durable in database and display them on input console app startup.
* Each user may purchase many tickets in a single draw
* Keep history of all user lines and draw numbers in database