

LOTTERY(self)



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graph TD; A([LOTTERY(self)]) --> B[Sort objects in a list from lowest to highest sorted()]; B --> C[Generate a list of 6 number random.sample(,6)]; C --> D[random numbers generated must be in the range of 1, 49 range(1, 49)]; D --> E([RETURN sorted(random.sample(range(1, 49), 6))]);
```

The flowchart illustrates the logic of a lottery function. It begins with a red oval labeled 'LOTTERY(self)'. An arrow points down to an orange rectangle with the text 'Sort objects in a list from lowest to highest sorted()'. Another arrow points down to a second orange rectangle with the text 'Generate a list of 6 number random.sample(,6)'. A third arrow points down to a third orange rectangle with the text 'random numbers generated must be in the range of 1, 49 range(1, 49)'. Finally, an arrow points down to a red oval labeled 'RETURN sorted(random.sample(range(1, 49), 6))'.

Sort objects in a list from lowest to highest
sorted()

Generate a list of 6 number
random.sample(,6)

random numbers generated must be in the range of 1, 49
range(1, 49)

RETURN sorted(random.sample(range(1, 49), 6))