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1  ///-----
2  /// Lotto Longshot - a Lotto 6/49 simulator showing the futility of lotteries
3  /// Created By: David Young, December 2022
4  /// This requires crates:
5  ///     scan-rules="^0.1"
6  ///     rand = "0.8.5"
7  ///     chrono = "0.4"
8  ///     thousands = "0.2.0"
9  ///-----
10
11 // Modules used
12 #[macro_use] extern crate scan_rules;
13 use rand::Rng;
14 use std::time::Instant;
15 use chrono::prelude::*;
16 use thousands::Separable;
17
18 // global constants
19 const MIN_BALL: usize = 1; // lowest number you can pick
20 const MAX_BALL: usize = 49; // highest number you can pick
21 const MAX_PICKS: usize = 6; // maximum number of numbers you can pick
22 const RESULT_SCENARIOS: usize = 7; // can score from 0 - 6 right = 7 scenarios
23 const PAYOFF_RATES: [u64; 7] = [0, 0, 3, 10, 80, 2_500,
24                                9_000_000]; // payoff per balls
25 const COST_PER_TICKET: u64 = 3; // like it says
26
27 struct Simulation { // Structure to hold all variables for a simulation run
28     quick_picks_choice: char, // y or other
29     start_instant: Instant, // for calculating runtime
30     finish_instant: Instant, // as above
31     runtime_seconds: f64, // as above
32     my_picks_idx: [usize; MAX_PICKS], // which numbers user picked, 0-index
33     num_games_to_run: u64, // how many lottery games to simulate
34     count_results: [u64; RESULT_SCENARIOS] // tally each result, e.g. guessed 0..6
35 }
36
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37 fn main() {
38     // Main program...duh.
39     // initialize global variables for a simulation run
40     // note that arrays are zero-indexed, so ball label would be index + 1
41     let now = Instant::now();
42     let mut sim_run = Simulation {
43         quick_picks_choice: 'y',
44         start_instant: now,
45         finish_instant: now,
46         runtime_seconds: 0.0,
47         my_picks_idx: [0; MAX_PICKS],
48         num_games_to_run: 0,
49         count_results: [0; RESULT_SCENARIOS]
50     };
51
52     // run the program
53     get_user_input(&mut sim_run); // get simulation paramters from user via standard
input
54     run_simulation(&mut sim_run); // run all the games
55     report_results(&mut sim_run); // report on the total wins by type and earnings
56
57 } // main
58
59 fn get_user_input(this_run: &mut Simulation) {
60     // Get user's paramters for the simulation from standard input
61     println!("\nWelcome to Lotto Longshot - a lesson in futility!");
62     println!("-----");
63     println!("\nThis simulates a Lotto 6/49 lottery to see how lucky you are (not).");
64     println!("\nType 'y' + Enter for a random quick pick, else any other letter +
Enter");
65     let user_choice: char;
66     let mut picks: [usize; MAX_PICKS];
67     let mut valid: bool;
68     loop {
69         let result = try_readln! {
70             (let c: char) => (c)
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71         };
72         match result {
73             Ok(c) => {
74                 user_choice = c;
75                 break;
76             },
77             Err(_) => {
78                 println!("Type a single character and press enter ");
79                 continue;
80             }
81         }
82     } // loop
83     if user_choice == 'y' {
84         picks = do_quick_pick();
85     }
86     else {
87         loop {
88             (picks, valid) = get_user_picks();
89             if valid {
90                 break;
91             }
92         }
93     }
94     picks.sort(); // sort the chosen balls
95     this_run.quick_picks_choice = user_choice;
96     this_run.my_picks_idx = picks;
97
98     println!("Game details will be shown for up to 100 simulations.");
99     println!("How many games do you want to simulate?");
100    loop {
101        let result = try_readln! {
102            (let n: u64) => (n)
103        };
104        match result {
105            Ok(n) => {
106                this_run.num_games_to_run = n;
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107         break;
108     },
109     Err(_) => {
110         println!("Type a positive integer number and press enter, butthead");
111         continue;
112     }
113 }
114 } // loop
115 } // get_user_input
116
117 fn do_quick_pick() -> [usize; MAX_PICKS] {
118     // Get and return random ball picks rather than letting user choose
119     let mut picks: [usize; MAX_PICKS] = [0; MAX_PICKS];
120     // use the game's ball-drawing to get a random set
121     let balls_array: [bool; MAX_BALL] = draw_balls();
122     let mut num_picked: usize = 0;
123     let mut n: usize = 0;
124     while num_picked < MAX_PICKS {
125         if balls_array [n] {
126             picks [num_picked] = n;
127             num_picked += 1;
128         }
129         n += 1;
130     }
131     return picks;
132 } // do_quick_pick
133
134 fn draw_balls() -> [bool; MAX_BALL] {
135     // Simulate a lottery game draw; return array of booleans
136     // representing which balls were pulled (true's) from all possible values
137     let mut balls_array: [bool; MAX_BALL] = [false; MAX_BALL];
138     let mut nballs_picked: usize = 0;
139     let mut test_ball: usize;
140     while nballs_picked < MAX_PICKS { //i.e, from index 0 to MAX_PCKS - 1
141         test_ball = rand::thread_rng().gen_range(0..MAX_BALL); // to max_ball - 1
142         if !balls_array [test_ball] { // if this ball hasn't already been generated
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143         balls_array [test_ball] = true;
144         nballs_picked += 1;
145     }
146 }
147 return balls_array;
148 } // draw_balls
149
150 fn get_user_picks() -> ([usize; MAX_PICKS], bool) {
151     // Get user's choice of balls, check validity, and return
152     // an array of the balls picked (if valid) plus a 'valid' boolean.
153     let mut picks: [usize; MAX_PICKS] = [0; MAX_PICKS];
154     println!("Enter {} numbers from {} to {}", MAX_PICKS, MIN_BALL, MAX_BALL);
155     loop {
156         let result = try_readln! { // ugly hardcoding but readln! doesn't do arrays
157             (let n0: usize, let n1: usize, let n2: usize, let n3: usize,
158              let n4: usize, let n5: usize) => (n0, n1, n2, n3, n4, n5)
159         };
160         match result {
161             Ok((n0, n1, n2, n3, n4, n5)) => {
162                 picks[0] = n0; // will later change pick to index of picks
163                 picks[1] = n1;
164                 picks[2] = n2;
165                 picks[3] = n3;
166                 picks[4] = n4;
167                 picks[5] = n5;
168                 break;
169             },
170             Err(_) => {
171                 println!("Enter {} numbers from {} to {}", MAX_PICKS, MIN_BALL,
172                     MAX_BALL);
173                 continue;
174             }
175         } // match
176     } // loop
177     // check for errors
178     for n in 0..MAX_PICKS { // loop from 0 to (MAX_PICKS - 1)
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178         if (picks[n] < MIN_BALL) | (picks[n] > MAX_BALL) {
179             println!("You chose {} but numbers must be from {} to {}",
180                 picks[n], MIN_BALL, MAX_BALL);
181             return (picks, false);
182         }; // if
183         for m in 0..MAX_PICKS { // loop from 0 to MAX_PICKS - 1
184             if (n != m) & (picks[n] == picks[m]) {
185                 println!("Duplicate numbers: {}", picks[n]);
186                 return (picks, false);
187             } // if
188         } // for
189     } // for
190     // valid, so change the chosen numbers to index values
191     for n in 0..MAX_PICKS { // change from ball label to index (ie, - 1)
192         picks[n] -= 1;
193     }
194     return (picks, true);
195 } // get_user_picks
196
197 fn run_simulation(this_run: &mut Simulation) {
198     // Simulate all the lottery games, and accumulate statistics
199     let nowx = Local::now();
200     let show_date_time = nowx.format("%Y-%m-%d %H:%M:%S"); // Printable date / time
201     let mut big_number_str : String = this_run.num_games_to_run.separate_with_commas();
202     println!("Running simulation for {} games at {}...",
203         big_number_str, show_date_time);
204     // Create a displayable set of picked balls
205     let mut picks_display = this_run.my_picks_idx;
206     for n in 0..MAX_PICKS {
207         picks_display[n] += 1;
208     }
209     println!("Numbers chosen : {:?} ", picks_display);
210     this_run.start_instant = Instant::now();
211     this_run.count_results = [0; RESULT_SCENARIOS];
212     let mut num_right: usize;
213     let mut balls_array: [bool; MAX_BALL];
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214     // Run the simulation x times
215     for g in 1..=this_run.num_games_to_run {
216         balls_array = draw_balls();
217         num_right = 0;
218         for n in 0..MAX_PICKS { // loop from 0 to (MAX_PICKS - 1)
219             if balls_array[this_run.my_picks_idx[n]] {
220                 num_right += 1;
221             } // if
222         } // for
223         this_run.count_results[num_right] += 1;
224         if this_run.num_games_to_run <= 100 { // show details for small runs
225             print!("Game # {:3} : ", g);
226             for i in (MIN_BALL - 1)..MAX_BALL {
227                 if balls_array[i] {
228                     print!("{}", (i + 1));
229                 } // if
230             } // for
231             println!(" You got {} right", num_right);
232         } // if
233         if g % 1_000_000 == 0 { // print every xxx games as progress indicator
234             big_number_str = g.separate_with_commas();
235             println!("Running Game {}...", big_number_str);
236         } // if
237     } // for
238 } // run_simulation
239
240 fn report_results(this_run: &mut Simulation) {
241     // Print a summary of the overall simulation results
242     let nowx = Local::now();
243     let show_date_time = nowx.format("%Y-%m-%d %H:%M:%S"); // Printable date / time
244     let mut big_number_str : String = this_run.num_games_to_run.separate_with_commas();
245     println!("Finished simulation for {} games at {}...",
246         big_number_str, show_date_time);
247     let now2 = Instant::now();
248     let run_time = now2.duration_since(this_run.start_instant);
249     let run_seconds: f64 = (run_time.as_micros() as f64) / 1000000.0f64;
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250     let runs_per_second : f64 = this_run.num_games_to_run as f64 / run_seconds;
251     big_number_str = (runs_per_second as u64).separate_with_commas();
252     println!("Run time = {} seconds", run_seconds);
253     println!("Runs per second = {}\n", big_number_str);
254     this_run.finish_instant = now2;
255     this_run.runtime_seconds = run_seconds;
256     // Print how many games resulted in which outcomes, and accumulate totals
257     let mut total_payoff : u64 = 0;
258     let mut this_payoff : u64;
259     for n in 0..RESULT_SCENARIOS { // from 0 to scenarios - 1
260         this_payoff = this_run.count_results[n] * PAYOFF_RATES[n];
261         total_payoff += this_payoff;
262         big_number_str = this_run.count_results[n].separate_with_commas();
263         print!("You picked {} correct {} times", n, big_number_str);
264         big_number_str = this_payoff.separate_with_commas();
265         println!("  --> Payoff = ${}", big_number_str);
266     } // for
267     // Print the overall totals
268     let total_cost : u64 = this_run.num_games_to_run * COST_PER_TICKET;
269     let total_profit : i64 = (total_payoff as i64) - (total_cost as i64);
270     big_number_str = total_cost.separate_with_commas();
271     println!("Total cost of tickets : ${}", big_number_str);
272     big_number_str = total_payoff.separate_with_commas();
273     println!("Total money won : ${}", big_number_str);
274     big_number_str = total_profit.separate_with_commas();
275     println!("Total profit / loss : ${}", big_number_str);
276     let profit_pct : f64 = ((total_profit as f64) / (total_cost as f64)) * 100.0f64;
277     println!("Percent profit / loss : {:.2} %", profit_pct);
278     if profit_pct < 0.0 {
279         println!("*** Loser!!! I hope you learned something from this! ***");
280     }
281     else {
282         println!("*** Winner!!! Pure fluke though, don't make this a habit ***");
283     }
284     println!("\n***** END SIMULATION *****\n");
285 } // report_results
```