**Lottery Game**

Consider a lottery game where there are 59 balls numbered from 1 to 59. Please complete the challenge using JavaScript or TypeScript.

**Rules**

The player selects 6 individual numbers from the range 1-59.

6 Balls are then drawn randomly from the 59 balls available.

Prizes are awarded for matching 3, 4, 5 and 6 Ball numbers.

3 = 50

4 = 100

5 = 200

6 = 500

**Task**

Create and provide a playable visual version of the lottery game which highlights wins and lets the user have the following selection options…

* Manual pick - The user should be able to pick 6 numbers.
* Lucky Dip Button - to select 6 random numbers to match.
* Start Game Button - to instruct 6 random balls to be drawn.
* Reset the game

Once the numbers have been drawn they should be matched to the picked (or lucky dip) numbers. Prizes should be awarded according to the pay-table above.