# Title

## Task Outline

## Plan

### Classes used

| Name | What used for |
| --- | --- |
| Ticket | To generate the lotto ticket |
| Strike | Play the lotto strike game |
| Draw | Draw the numbers |

### For each class

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |

### Constructors

| Name | Access | Information supplied to the constructor |
| --- | --- | --- |
|  |  |  |
|  |  |  |

### Methods

| Name | Access | Information supplied to the method | Information returned from the method | Brief description |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |

### Procedural Structure

Description of the procedural structure goes here

Write in pseudocode!

## Testing

| Input | Expected outcome | Check |
| --- | --- | --- |
|  |  |  |