# Algorithm of How to Generate a Lottery Draw

1. Random generate (I’ll use ‘generate’ for short below) 2 numbers from remote numbers (distance > 10), called **cold numbers**.
2. Generate 4 numbers from numbers which distance <= 5, called **semi-hot numbers**.
3. Generate 2 numbers among numbers who hit the last draw (therefore distance == 1), called **very hot numbers**.
4. Generate 2 numbers that have been hit twice in last 10 draws. Called **hot numbers**.
5. Generate 4 numbers that have been hit once in last 6 draws and when they were hit they were cold numbers (distance > 10), called **semi-cold numbers**.
6. Based on last draw, generate 3 numbers which between two numbers that hit in last draw. Here is the pre-condition:

If span between the above two numbers:

5 <= span <= 8 then generate 1 number

Else if

8 < span <= 12 then generate 2 numbers

Else

12 < span then generate 3 numbers

1. Set above generated numbers into a list<> or dictionary<>
2. Randomly select 6 generated from above generated numbers and add the 6 numbers. The sum must be around 150 ±10.
3. The selected 6 numbers must satisfy to following conditions:

* At least 4 numbers whose distance <= 5, i.e. semi-hot numbers and
* At least 1 number whose distance > 10, i.e. cold numbers and
* At least 1 number whose distance == 1, i.e. very hot numbers and
* At least contain 2 hot numbers and
* At least contain 2 semi-cold numbers and
* Sum of Odds among 6 numbers must be either equal to 3 or 4

If any one of above condition not met go to step 8.

# Compute the hit numbers

After generated group of possible hit numbers for the next draw, randomly select 6 numbers to compare if they match. This is only for practice presuming the next draw already known. We do this to verify how many time we can hit the next draw and make a statistics output. Below are the procedures to accomplish this.

1. Generate potential hit number group refer to last section
2. Make sure that the next draw be 100% among this group
3. Randomly select 6 numbers from generated group
4. Match the next draw numbers with these selected numbers

* If it is match, output counter (loop numbers so far have been through)
* If it is not match, go step 3 to start a new loop