

## Programming Assignment #2 –Minguinho Lotto

Due date : 10/19 23:59:59

### <Introduction>

Market Minguinho, which is familiar to everyone at Sungkyunkwan University, is starting to sell not only goods but Minguinho Lotto (not Nanum Lotto) since October this year. Minguinho Lotto is a lottery ticket whose playing rules as follows:

1. Choose how many lines to play; you can play up to five lines of numbers on a play slip
2. Simply select six numbers from 1 ~ 45 or pick Lucky Dip for a random selection in a line (semi-automatic is what select a few numbers and pick Lucky Dip for remain numbers)
3. Then, match all six numbers to win the jackpot from draw  
The first prize – six numbers matching  
The second prize – five numbers matching  
The third prize – four numbers matching  
The fourth prize – three numbers matching

The purpose of the second assignment is making a program which simulates to buy Minguinho Lotto from Minguinho and to draw the Lotto on a play slip.

- 1) If you run the program, enter the number of lines to play.
- 2) Select six numbers from 1 ~ 45 by one way of [Auto], [Semi-Auto], [Manual] in a line.
- 3) Then, print number of lines (e.g. A, B, C, D, E), the way and the numbers, cumulatively.
- 4) Finally, if select "draw" menu, select six lottery numbers by random and print the numbers.
- 5) Match the numbers of your Lotto with the lottery numbers and print matched numbers line by line.

[#Case 1 - Enter the number of lines to play]

```
=====
Hello! This is Market Minguinho Lotto!
```

```
How many lines to play? (1~5)
```

```
=====
3
```

[#Case 2 - Select six numbers (Auto)]

```
===== NOW YOUR LOTTO =====
```

```
=====
A line:: Which way do you want?
```

- 1. Auto
- 2. Semi-Auto
- 3. Manual

```
=====
1
```

```
===== NOW YOUR LOTTO =====
A |   AUTO   | 4 3 17 14 19 35
```

[#Case 3 - Select six numbers (Semi-auto)]

```
=====
B line:: Which way do you want?
```

- 1. Auto
- 2. Semi-Auto
- 3. Manual

```
=====
2
```

```
How many numbers do you want to choose? (1~6) 3
```

```
Input 1th number between 1~45
```

```
12
```

```
Input 2th number between 1~45
```

```
14
```

```
Input 3th number between 1~45
```

```
15
```

```
===== NOW YOUR LOTTO =====
A |   AUTO   | 4 3 17 14 19 35
B | SEMI-AUTO | 12 14 15 43 23 31
```

[#Case 4 - Select six numbers (Manual)]

```
=====
C line:: Which way do you want?
```

- 1. Auto
  - 2. Semi-Auto
  - 3. Manual
- ```
=====
```

```
3
Input 1th number between 1~45
1
Input 2th number between 1~45
2
Input 3th number between 1~45
3
Input 4th number between 1~45
4
Input 5th number between 1~45
5
Input 6th number between 1~45
6
```

```
===== NOW YOUR LOTTO =====
A |   AUTO   | 4 3 17 14 19 35
B | SEMI-AUTO | 12 14 15 43 23 31
C |   MANUAL  | 1 2 3 4 5 6
=====
```

[#Case 5 – Draw Lotto]

Do you want to check out your lotto? (y or n)y

This week's Lottery number is [ 3 44 19 26 5 35 ]!!

```
A |   AUTO   | 26 43 21 44 1 42
The matched numbers : 44 26
==> That's too bad. Please Try again.
```

```
B |   AUTO   | 27 8 41 21 9 39
The matched numbers :
==> That's too bad. Please Try again.
```

```
C |   AUTO   | 24 41 14 17 3 31
The matched numbers : 3
==> That's too bad. Please Try again.
```

### [Rating]

- Total point is 100 points.
  - ✓ If your program should enter the number of lines to play from one to five, you will get **5 points**.
  - ✓ If your program can select six numbers of a line without duplicated numbers by automatic way, you will get **15 points**.
  - ✓ If your program can select six numbers of a line without duplicated numbers by semi-automatic way, you will get **15 points**.
  - ✓ If your program can select six numbers of a line without duplicated numbers by manual way, you will get **15 points**.
  - ✓ If your program can cumulatively print number of lines, the selection way and the numbers whenever end of selection numbers of a line, you will get **20 points**.
  - ✓ If your program can match the numbers of your Lotto with the lottery number (random selection) and print matched number line by lines, you will get **30 points**.
  - Delay penalty: 15 points deducted per day. After 3 days, **you will get 0 point**.
  - You should submit a source code file on i-campus. The source code should be compiled successfully. Otherwise, **you will get 0 point**.