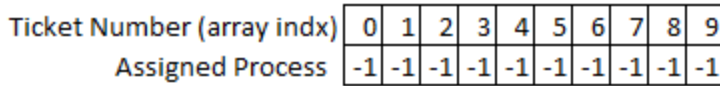


Lottery_Scheduler.h

int ticketAssignations[MAX_TICKETS]
int tickets[MAX_TICKETS]
int raffleCounter
void InitLotteryTicketsPool(int *ticketPool, int poolSize)
void AssignTicketsToProcess(int *ticketPool, int poolSize, int procID, int procPriority)
void InitTicketRaffle(int *tickets, int ticketPoolSize)
int TicketRaffle(int *ticketPool, int *tickets)

-1 --> Not assigned ticket



```
void AssignTicketsToProcess(ticketAssignations, 10, 33, 6)
```

Ticket Number (array indx)	0	1	2	3	4	5	6	7	8	9
Assigned Process	33	33	33	33	33	33	-1	-1	-1	-1

```
void AssignTicketsToProcess(ticketAssignations, 10, 5, 4)
```

Raffled ticket numbers	0	1	2	3	4	5	6	7	8	9
Assigned Process	33	33	33	33	33	33	5	5	5	5

- Random (not repeatable) raffled tickets

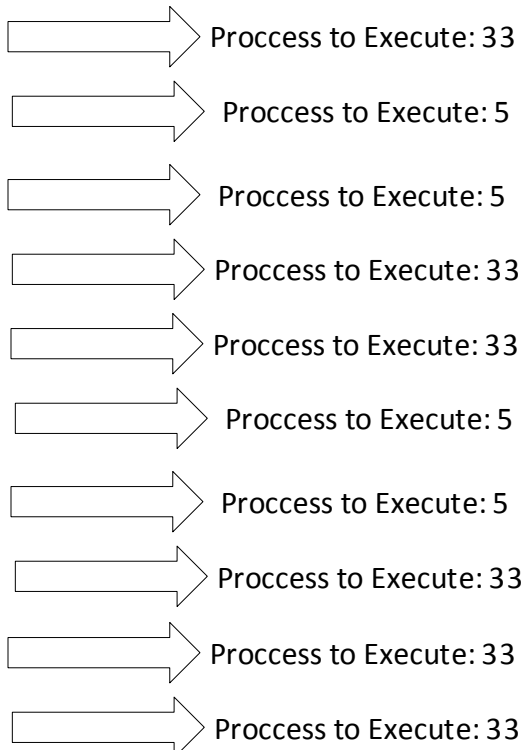
void InitTicketRaffle(tickets, 10)

Raffled ticket numbers

3	6	8	5	4	9	7	2	1	0
---	---	---	---	---	---	---	---	---	---

For (i=0; i<10; i++)

```
{
    void TicketRaffle(ticketAssignations, tickets)
}
```

[illegible]