import { useState } from 'react';

import { supabase } from '../lib/supabaseClient';

export default function Admin() {

const [drawn, setDrawn] = useState([]);

const [msg, setMsg] = useState('');

const drawNumbers = () => {

const nums = [];

while (nums.length < 6) {

const n = Math.floor(Math.random() \* 30) + 1;

if (!nums.includes(n)) nums.push(n);

}

setDrawn(nums);

};

const publishDraw = async () => {

if (drawn.length !== 6) {

setMsg('❌ Please draw 6 numbers first');

return;

}

const { error } = await supabase.from('lottery\_results').insert({

winning\_numbers: drawn,

draw\_date: new Date().toISOString().split('T')[0]

});

if (!error) setMsg('✅ Draw published successfully!');

else setMsg('❌ Error publishing draw.');

};

return (

<div className="p-8">

<h1 className="text-2xl mb-4">🎯 Admin Draw Panel</h1>

<button onClick={drawNumbers} className="bg-blue-700 text-white px-4 py-2 rounded">

Draw Random Winning Numbers

</button>

{drawn.length > 0 && (

<div className="mt-4">

<p>🎉 Winning Numbers: {drawn.join(', ')}</p>

<button onClick={publishDraw} className="mt-2 bg-green-700 text-white px-4 py-2 rounded">

Publish Draw

</button>

</div>

)}

{msg && <p className="mt-4 text-red-600">{msg}</p>}

</div>

);

}