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<!DOCTYPE html>
<html>
<head>
  <meta charset="utf-8">
  <title>Quick Pick</title>
  <style type="text/css">
    h2 {
      padding-bottom: 0px;
      text-align: center;
    }
    h4 {
      display: inline-block;
      margin-left: 5px;
      margin-bottom: 0;
      text-align: center;
    }
  </style>
</head>

<script language="javascript">
  function randomNum(min, max, numbers)
  {
    rand = Math.floor(Math.random() * max) + min;
    if (max != 18) {
      while (!(numbers.indexOf(rand) === -1))
        rand = Math.floor(Math.random() * max) + min;
    }
    return rand;
  }
}
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length = 6;
numbers = new Array(length);
document.write("<h2>Today's Mass Lottery \"Lucky for Life\" Numbers:</h2>");
document.write("<h4>Unsorted: &nbsp;</h4>");
for (i = 0; i < length; i++) {
    if (i < length - 2) {
        numbers[i] = randomNum(1, 48, numbers);
        document.write("<h4>" + numbers[i] + ", &nbsp;</h4>");
    }
    else if (i < length - 1) {
        numbers[i] = randomNum(1, 48, numbers);
        document.write("<h4>" + numbers[i] + "&nbsp;&nbsp;</h4>");
    }
    else {
        numbers[i] = randomNum(1, 18);
        document.write("<h4>Lucky Ball: " + numbers[i] + "&nbsp;&nbsp;</h4><br>");
    }
}

document.write("<h4>\nSorted: &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;</h4>");
for (a = 0; a < length - 1; a++) {
    for (b = a; b < length - 1; b++) {
        if (numbers[a] > numbers[b]) {
            temp = numbers[a];
            numbers[a] = numbers[b];
            numbers[b] = temp;
        }
    }
    if (a < length - 2)

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        document.write("<h4>" + numbers[a] + ", &nbsp; </h4>")
    else
        document.write("<h4>" + numbers[a] + "&nbsp;&nbsp;&nbsp;</h4>")
    }
    document.write("<h4>Lucky Ball: " + numbers[a] + "&nbsp;&nbsp;&nbsp;</h4><br>");

</script>

<body>
    <form method="get">
        <input style="margin-top: 20px;" type="text" name="5nums" id="5nums"
placeholder="Five Numbers" size="15">
        <input type="text" name="luckyBall" id="luckyBall" placeholder="Lucky Ball"
size="8">
        <input type="button" onclick="calculatePayout()" value="Calculate">
    </form>
    <script language="javascript">
        function calculatePayout()
        {
            matches = {'regBall': 0, 'luckyBall': 0};
            nums = document.getElementById("5nums").value;
            winningNums = nums.match(/\d+/g).map(Number).sort();
            luckyball = document.getElementById("luckyBall").value;
            for (a = 0; a < winningNums.length; a++) {
                for (b = 0; b < winningNums.length; b++) {
                    if (numbers[a] == winningNums[b]) {
                        matches.regBall += 1;
                        b = winningNums.length;
                    }
                }
            }
        }
    </script>

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        }
    }
    if (numbers[numbers.length - 1] == luckyball)
        matches.luckyBall += 1;
    payout = {'combos':['01','11','20','21','30','31','40','41','50','51'],
'winnings':['$4','$6','$3','$25','$20','$150','$200','$5,000','$25,000 a YEAR for LIFE!','$7,000 a
WEEK for LIFE!']};

    matchStr = matches.regBall.toString(10) + matches.luckyBall.toString(10);
    winStr = "$0";
    for (i = 0; i < payout.combos.length; i++) {
        if (payout.combos[i] == matchStr)
            winStr = payout.winnings[i];
    }
    alert("Your winnings: " + winStr);
}
</script>
</body>
</html>

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