Lottery Number Generator

**1.0 Introduction**

The following application has been built using HTML and JavaScript. It also pulls in some basic CSS styling from Bootstrap CDN.

**2.0 Application**

To run the application, launch the *index.html* file. This will launch the application in your local web browser. Select which lottery you would like to play and it will generate your random lottery numbers.

**3.0 Code**

Once the button is clicked it will call the lottery function passing through the amount of lottery balls required. A *FOR* loop is used to control the amount of lottery numbers added to the array.

As it loops, a random number is generated using *math.random()* but as this only represents a number between 0-1 it then has to be multiplied by our maximum number which is 49. This will produce a number with a decimal place so another method called *math.floor* is used to round this down to a whole number. At the very end of this we add a +1 to avoid getting 0 or not getting the maximum number of 49.

An *IF* statement then takes the randomly generated number and checks it against the array using *indexOf.* If the check returns *FALSE* (-1) the number will be pushed into the array of *numbers*. The *FOR* loop counter is then incremented by 1.

The *numbers* array is then sorted using a standard JavaScript *.sort* method.

The array is then returned into the *DIV* using the *innerHTML* method.

Please note that I have used *console.log* throughout the application for testing purposes.