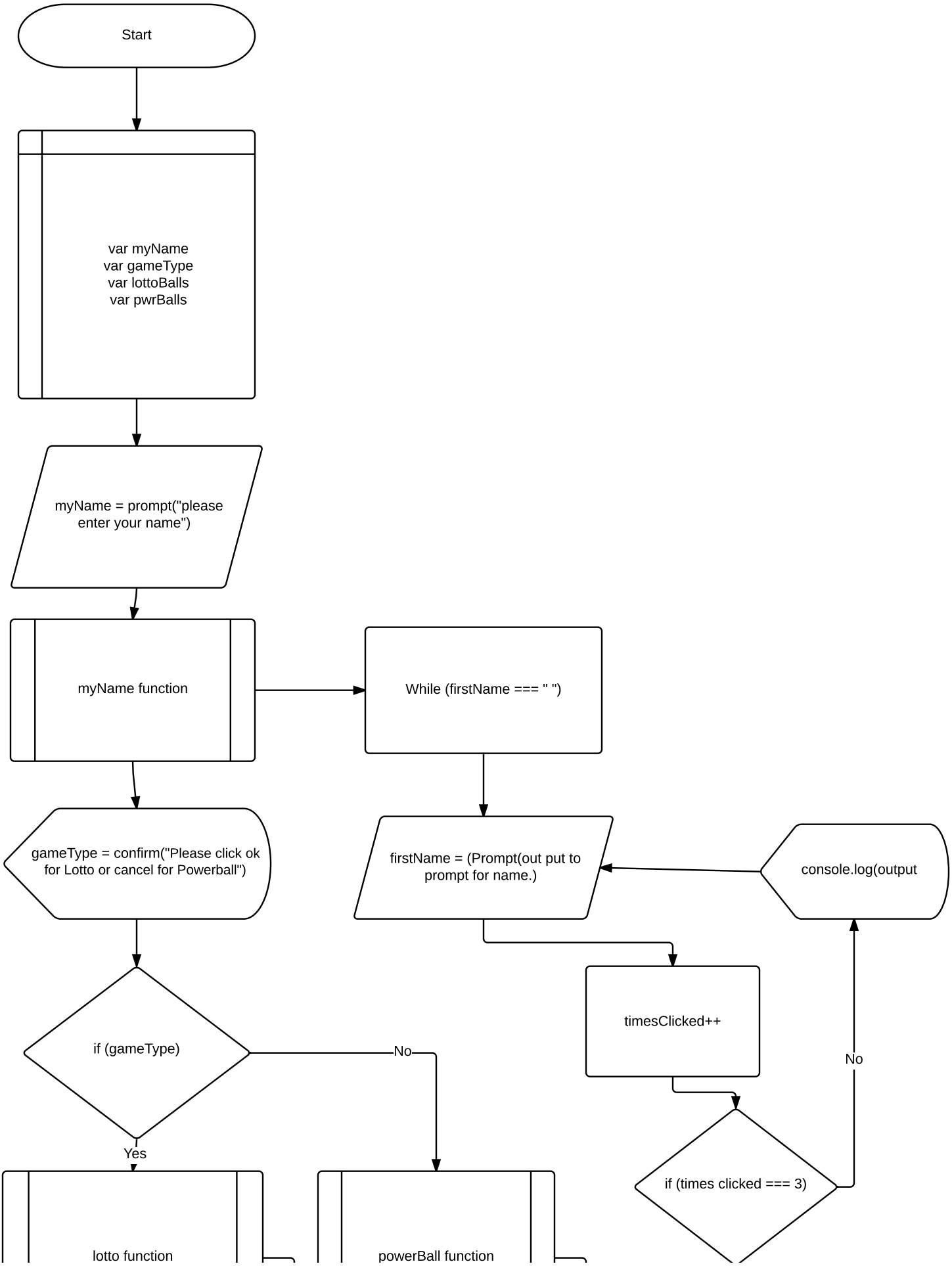
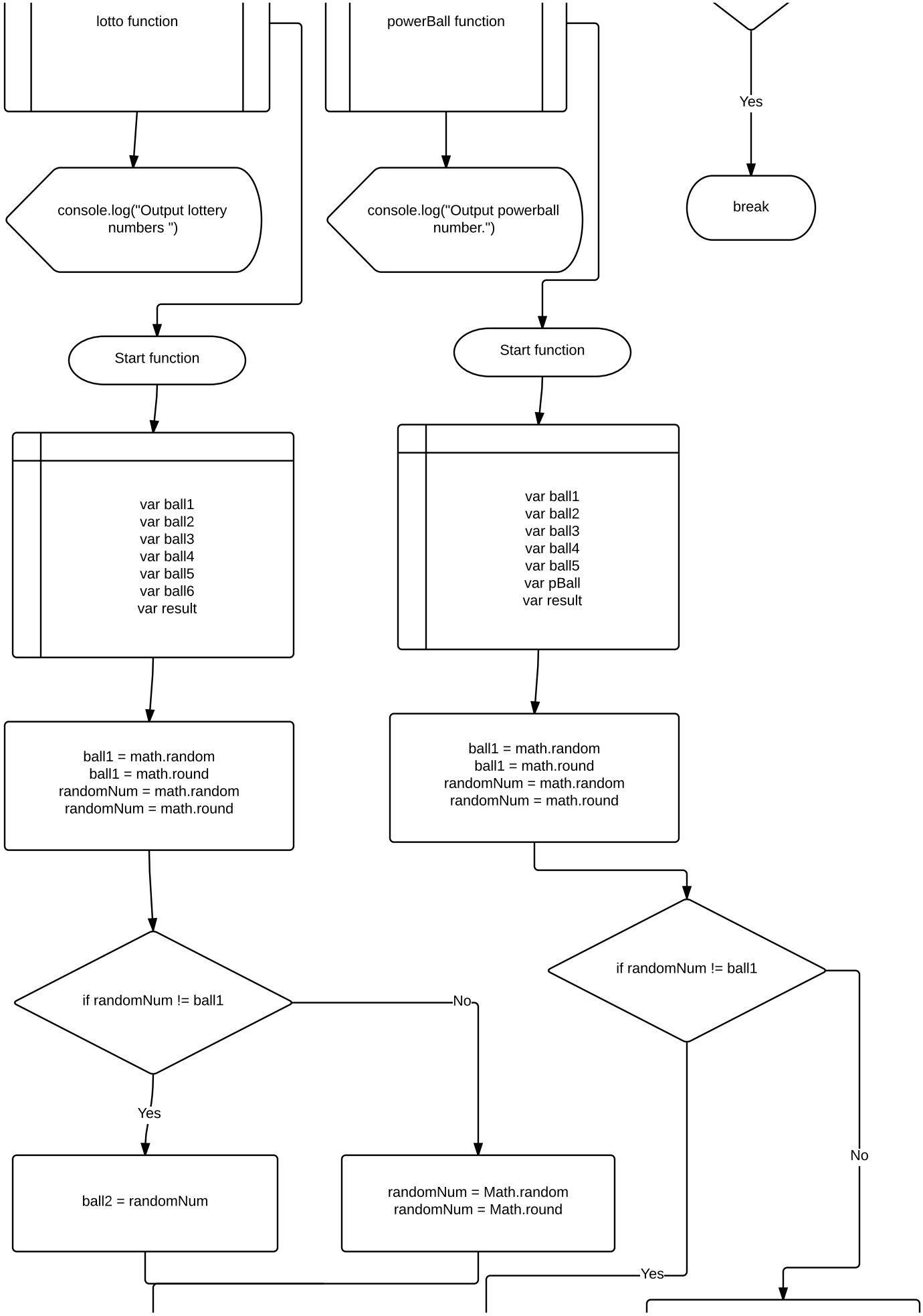
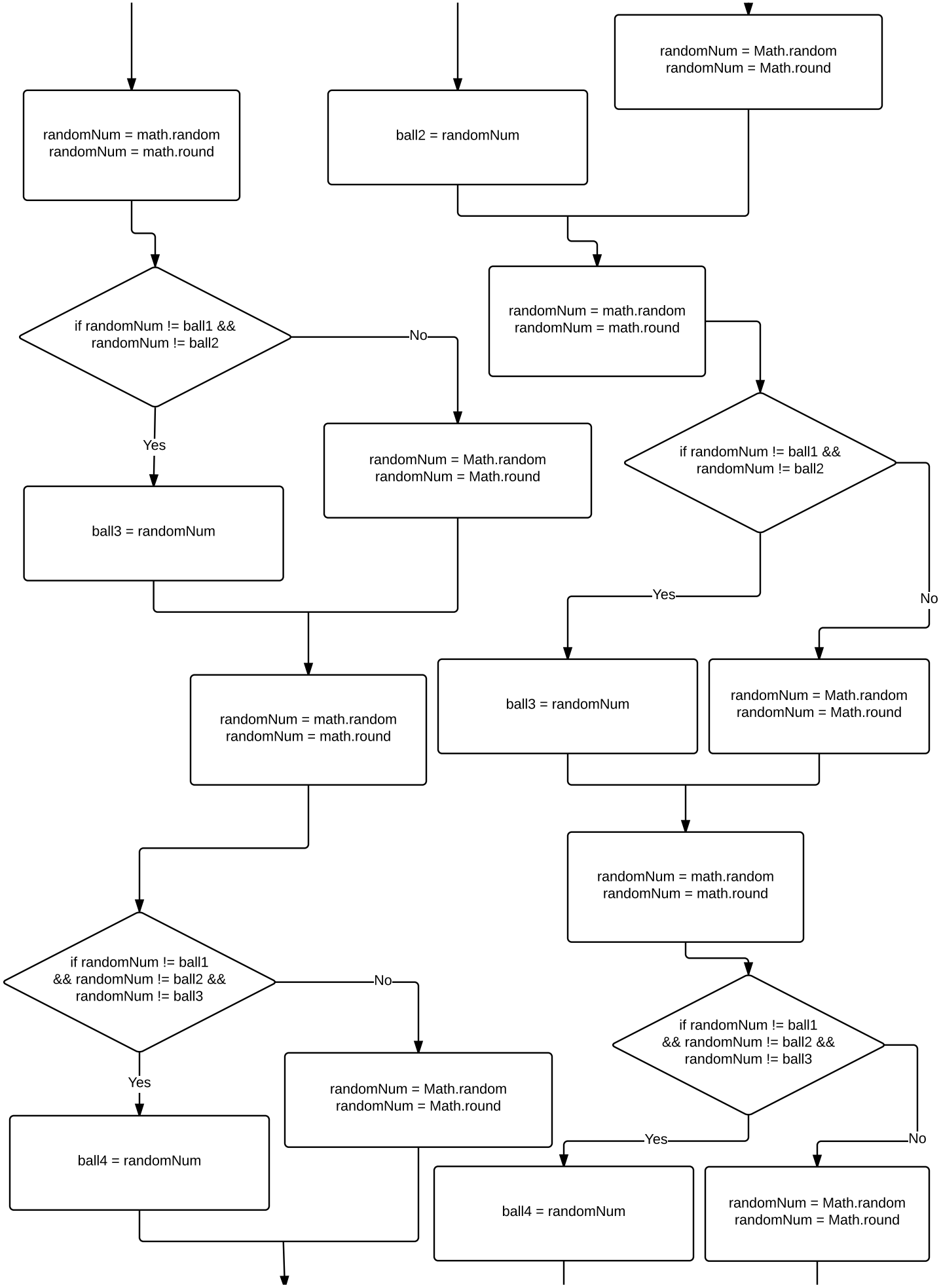
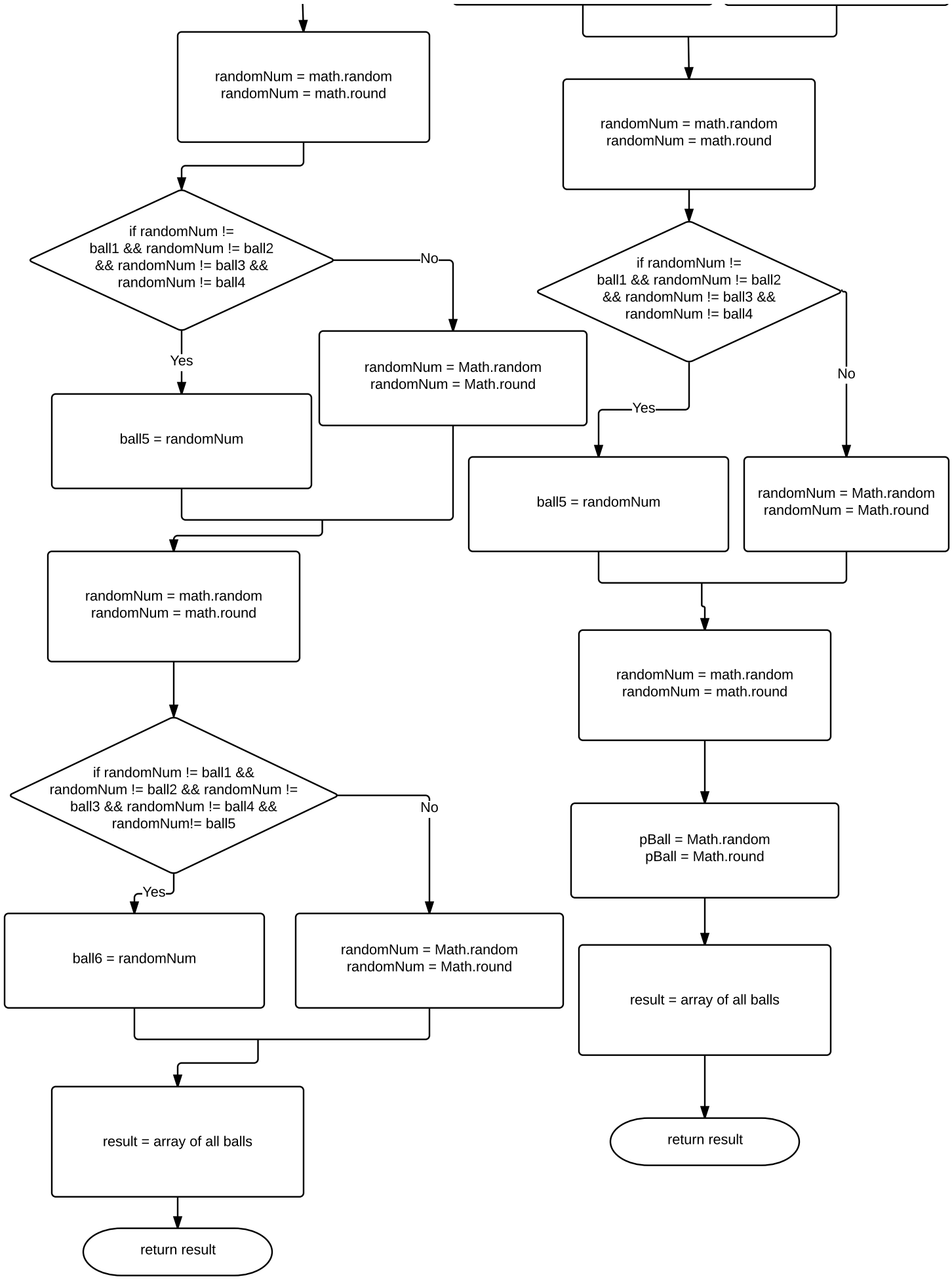

Start
var myName
var gameType
var lottoBalls
var pwrBalls
myName = prompt("please enter your name")
myName function
While (firstName === " ")
gameType = confirm("Please click ok for Lotto or cancel for Powerball")
firstName = (Prompt(out put to prompt for name.)
console.log(output
timesClicked++
if (gameType)
No
Yes
No
if (times clicked === 3)
lotto function
powerBall function


lotto function
powerBall function
Yes
console.log("Output lottery numbers ")
console.log("Output powerball number.")
break
Start function
Start function
var ball1
var ball2
var ball3
var ball4
var ball5
var ball6
var result
var ball1
var ball2
var ball3
var ball4
var ball5
var pBall
var result
ball1 = math.random
ball1 = math.round
randomNum = math.random
randomNum = math.round
ball1 = math.random
ball1 = math.round
randomNum = math.random
randomNum = math.round
if randomNum != ball1
No
Yes
if randomNum != ball1
No
Yes
ball2 = randomNum
randomNum = Math.random
randomNum = Math.round


randomNum = math.random
randomNum = math.round
ball2 = randomNum
randomNum = Math.random
randomNum = Math.round
randomNum = math.random
randomNum = math.round
if randomNum != ball1 &&
randomNum != ball2
No
Yes
ball3 = randomNum
randomNum = Math.random
randomNum = Math.round
randomNum = math.random
randomNum = math.round
if randomNum != ball1 &&
randomNum != ball2
Yes
No
ball3 = randomNum
randomNum = Math.random
randomNum = Math.round
randomNum = math.random
randomNum = math.round
randomNum = math.random
randomNum = math.round
if randomNum != ball1
&& randomNum != ball2 &&
randomNum != ball3
No
Yes
ball4 = randomNum
randomNum = Math.random
randomNum = Math.round
if randomNum != ball1
&& randomNum != ball2 &&
randomNum != ball3
Yes
No
ball4 = randomNum
randomNum = Math.random
randomNum = Math.round


randomNum = math.random
randomNum = math.round
if randomNum != ball1 && randomNum != ball2 && randomNum != ball3 && randomNum != ball4
No
Yes
ball5 = randomNum
randomNum = Math.random
randomNum = Math.round
randomNum = math.random
randomNum = math.round
if randomNum != ball1 && randomNum != ball2 && randomNum != ball3 && randomNum != ball4 && randomNum!= ball5
No
Yes
ball6 = randomNum
randomNum = Math.random
randomNum = Math.round
result = array of all balls
return result
randomNum = math.random
randomNum = math.round
if randomNum != ball1 && randomNum != ball2 && randomNum != ball3 && randomNum != ball4
Yes
No
ball5 = randomNum
randomNum = Math.random
randomNum = Math.round
randomNum = math.random
randomNum = math.round
pBall = Math.random
pBall = Math.round
result = array of all balls
return result