Class Design

1. Input Subsystem:

Class input {

String age\_requirement;

int number\_of\_plays;

String auto\_or\_manual;

If (yes for auto) {

Calls class/method autogenerate();

}

Else if (no for auto) {

Calls class/method manualgenerate();

}

Calls method/class winningnumber();

}

1. Auto Generated Number subsystem:

Class AutoGenerate {

Boolean isNumberRepeated; // makes sure numbers aren’t repeated

int randomNumber\_auto; // makes sure number is within range 1-49

int numberDrawn\_auto; // each iteration of number drawn

int[] lotteryArray\_auto; // stores numbers in array

Display the autogenerated sets of numbers;

Ask user to confirm selection;

}

1. Manual Generated subsystem:

Class ManualGenerated {

Boolean isNumberRepeated;

int numbers\_selected;

int[] lotteryArray\_manual;

Display the manually selected set of numbers;

Ask user to confirm selection;

}

1. Winning Number Subsystem:

Class WinningNumber { // very similar to autogenerated class

Boolean isNumberRepeated;

int randomNumber;

int numberDrawn;

int[] lotteryArray;

Displays to the screen number;

Matches number drawn with the user’s number to determine a winner;

}