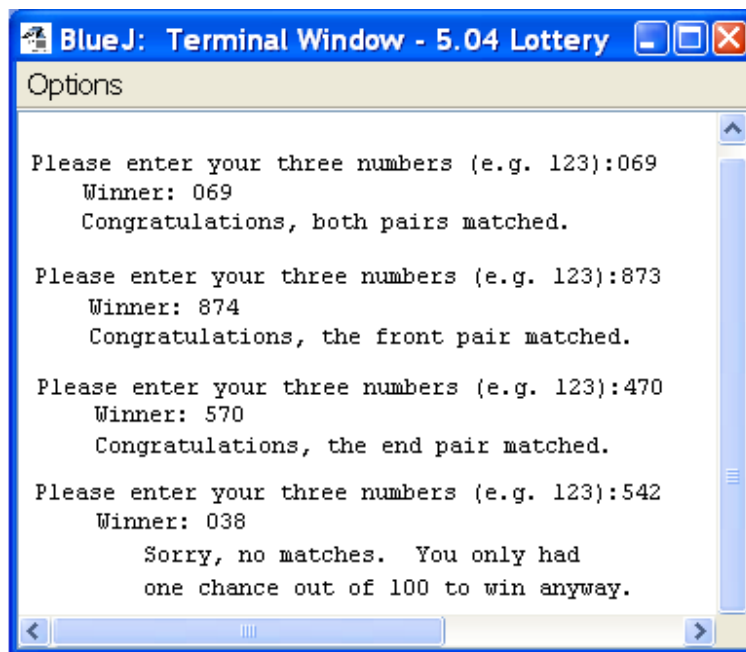


## Assessment Instructions – Lottery Odds

**Instructions:** Write a program to determine if a user has correctly chosen a randomly selected three digit number.

1. Create a new project called Lottery Odds in the Unit05 Assessments folder.
2. Create a class called Lottery in the newly created project.
3. The computer should randomly pick a three digit lottery number ranging from 000 through 999.
4. Notice that a lottery number with leading 0s is possible.
5. Use a for loop to pick the single digit numbers, and concatenate them together to form a String.
6. Prompt the user to enter a three digit number (000 through 999).
7. A number is winner if it matches the first two, the last two, or all three digits of the randomly chosen number.
8. Notify the user (politely) whether they won or lost.
9. You may need to review String methods covered in earlier Modules.

**Expected Output:** Your program should produce output similar to the following screen shot.



```
BlueJ: Terminal Window - 5.04 Lottery
Options

Please enter your three numbers (e.g. 123):069
Winner: 069
Congratulations, both pairs matched.

Please enter your three numbers (e.g. 123):873
Winner: 874
Congratulations, the front pair matched.

Please enter your three numbers (e.g. 123):470
Winner: 570
Congratulations, the end pair matched.

Please enter your three numbers (e.g. 123):542
Winner: 038
Sorry, no matches. You only had
one chance out of 100 to win anyway.
```