//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// PANTHER ID: 2923148

// CLASS: COP 2210 - Fall 2015

// ASSIGNMENT #1

// DATE: 9/2/2015

//

// I hereby swear and affirm that this work is solely my own, and not the work

// or the derivative of the work of someone else.

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Lucky numbers generator algorithm:

1. Create a new project with a single Java class,
2. Import necessary libraries
3. Create a new variable of Random type to generate random numbers,
4. Create an array of length 5 to store the fantasy numbers,
5. Create a 6 item array to store the lotto numbers,
6. Loop 5 times:
   1. Generate a random number every time and store on the fantasy corresponding index array,
   2. Append each number to a string variable for later output,
   3. Print the number to the console,
   4. Exit the loop,
7. Loop 6 times:
   1. Generate a random number every time and store on the lotto corresponding index array,
   2. Append each number to a string variable for later output,
   3. Print the number to the console,
   4. Exit the loop,
8. Construct an output message with the strings containing the numbers,
9. Show a dialog panel with the output message.