Data & Instructions for Program # 1 Lottery - CMPS 1053 - Spring 2012

Turn in well-documented copy of your program code.

FIRST RUN
Do NOT reset the seed. Loop 5 times. When the user use asked for input, use the following data. IF 2 sets are given, the first set is not valid so use the following sets as the next entry. DO NOT regenerate the random numbers between tries on the same game. (This is a total of 10 games)

1. 2,4,6,7,9
2. 5,9,4,5,8 - 5,5,6,8,9 - 5,6,7,8,9
3. 3,5,8,8,9 - 3,5,7,8,9
4. 0,4,5,7,8
5. 0,2,4,6,9

Terminate program.

SECOND RUN
Reset seed to your choice of a number, but be sure it is not producing the same random numbers as the First Run.

1. 1,2,2,4,10 - 1,2,3,4,4 - 1,2,3,4,5
2. 1,3,4,5,4 - 1,3,4,5,6
3. 0,2,5,7,9
4. 1,2,2,3,3 - 1,2,5,6,7
5. 2,4,3,0,3 - 2,2,4,5,2 - 2,3,4,5,8

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Recommendations:
1. Get the entire program running to the screen.
2. Once it is running, add ECHO PRINTS for all I/O which you will print out and turn in with your program.
3. KEEP an electronic copy of your program. If I have questions related to your printed output, you may be required to run it for me before a grade is assigned.

Other:
1. Up to 10 points may be deducted for poor/incomplete documentation.
2. Programs with incorrect answers will be returned for correction. Points WILL be taken off for the days late as a result.
3. Points may be deducted if your algorithm/strategy does not adhere to the instructions.