ES 112.02/04 Homework #5
Fall 2003-2004

The 6/49 Lotto Game

The so-called 6/49 lotto game is played by selecting six numbers in the range 1-49. To win, the selected numbers must match the "winning numbers", for the particular week the game was played on.

Making the Computer Play Lotto

Your task in this homework is to make the computer play lotto. The requirements of the program are as follows:

1. The program should generate six numbers from 1 to 49 randomly.
2. All six numbers must (of course) be different.
3. You are only allowed to use an array of six elements. Do not use an array of 49 elements.
4. At every run of the program, a different set of numbers must be generated.
5. Lastly, the numbers must be given in ascending order; i.e., they must be sorted.

A typical run of the program should produce output similar to the following:

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1 5 8 15 24 41
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