

# **Lottery Predictor V1.0**

Simon P.Hughes

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> Lottery Predictor V1.0	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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# Chapter 1

## Lottery Predictor V1.0

### 1.1 Lottery Predictor V1.0

Welcome to the Lottery Predictor V1.0 User Manual.

Please select any of the topics listed below.

```
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```

### 1.2 Disclaimer

Disclaimer

I, the author of this program can not be held responsible for your usage of this program.

### 1.3 Introduction

Introduction

This program was written because I was fed up with not getting any numbers on the National Lottery. Originally I tried the good pd

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lottery program, but found it was crippled and I didnt like the AMOS front end of the program, so as a Computer Science Undergraduate at Swansea University, I decided I could do something different. The result is Lottery Predictor V1.0. It started out as a simple random number generator, but quickly became a sophisticated pattern matcher, and started predicting numbers. Please feel free to use it, it isnt crippled in any way, all I ask is if you win the jackpot before me, you think of me and send me a little of your millions.

I have included the first 10 weeks of data for you to play with it.

## 1.4 copyright

Lottery Predictor Version 1.0

(C) Copyright 1995 Simon P.Hughes  
Written using SAS C v6.50 by  
Simon P.Hughes  
35 Glebe Close  
Credenhill  
Hereford  
HR4 7EX

E-Mail:cs9h3hsp@swansea.ac.uk or  
susimes.ug@swansea.ac.uk or

WWW Page: <http://sunacm.swan.ac.uk/~simes/index.html>

This program may be freely distributed as long as all files are included in the distribution without any modifications. You may \*NOT\* charge more than Fred Fish does for a single library disk.

## 1.5 Registration

Registration Information.

Lottery Predictor V1.0 Copyright 1995 Simon P.Hughes. All rights reserved. This program is SHAREWARE which means that if you use the program you should register it, and I will send you a version without the annoying requesters.

Please send the registration fee of £10.00 to:

Simon P.Hughes  
35 Glebe Close,  
Credenhill,  
Hereford,  
HR4 7EX.

Please note: UK pounds only, no foreign checks please. UK Checks payable to S.P.Hughes.

NOTE: If you do win the jackpot, please remember me, as I am a poor student, at university and need as much money as possible... please please.

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## 1.6 Requirements

### Machine Requirements.

This program was written on an Amiga 4000/040 with a Warp Engine Accelerator. It has 2 Mb Chip ram and 4 Mb Fast, and 10 Mb Virtual Fast. I have a 540 Meg hard drive, and loads of other gizmos.

Anyway this program I guarantee works perfectly on my machine. It does require WorkBench 2, but as 1.3 is now outdated and crap, you really should upgrade if you have 1.3. It has been tested and run successfully on a bare A1200, an 030 accelerated 1200 and an 030 A4000.

## 1.7 Notes

### Notes

These are my notes..

Well I dont have any actually, but watch this space, cos I might add some at a later date.

Well I have now decided to add some notes and they are:

1. The program is completely free of Enforcer Hits!
2. The program apparently crashes if you try to alter the values that are displayed in the requester after they have been generated. The idea is you write them down, and not change them. Dave says it crashes his machine, but as yet he has not been able to recreate it for me, so if it crashes whilst doing it, and you know what the problem might be, let me know, otherwise dont bother, because I am trying to fix it, but its a bit difficult, as I cant recreate it.

## 1.8 Credits

### Credits

I would like to thank the following people for help creating this program, and testing, debugging.

ME:	For being such a cool programmer.
Rachel Toye:	For being my girlfriend.
Tilly Toye:	For being a FUNKY cat.
Lee Marley:	For the National Lottery Graphic.
Dave Goodman:	For program testing.

Thanks to Jan van den Baard for the excellent GadToolsBox, used to create the intuition front end.  
Anybody who might send me bug reports, or some of their winnings.

## 1.9 Usage

### Usage

I would have thought it was quite simple. The main interface is:

Load            Used to load a previously saved database.

Save            Used to save the entered data.

Info            Displays information about the program.

Generate       Generates the numbers.

Enter data      Allows you to enter past weeks data.

Quit            Quits the program.

## 1.10 Load

### Load

Clicking on the load button, will result in loading the data. A requester will pop up informing you the data has been loaded, and how many weeks data were loaded. If the data file was not available a requester will inform you the file could not be opened.

## 1.11 Save

### Save

Clicking on the save button, will result in the data being saved to the file named lott.files. A requester will pop up saying the data has been saved successfully. If no data has been entered, then a requester will pop up to inform you that no data was saved, This will result in data files that exist will not be overwritten.

## 1.12 Info

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### Info

clicking the info button will result in a small requester popping up and giving the user some information about the program and me the author, it gives my E-Mail address, and current address, the same as is detailed in Copyright and Distribution.

## 1.13 Generate

### Generating Numbers

Generating numbers to win the National Lottery couldnt be simpler. Simply clicking on the Generate button will result in a requester giving the following choices: Random or Predicted. Numbers can only be generated if their is sufficient data stored in the program. The results are better, the more data that is stored. Currently 10 weeks of data need to be stored to predicte numbers.

## 1.14 Enter

### Entering Data

Entering data into the program is simple. Click on the gadget marked 1 and type in the relevant number. The process can be repeated, or by TABBING on to the next field, until entered the bonus ball number. Upon pressing the OK button, the program will accept the input if, the numbers are all different, and are all valid, in the range  $1 < n < 49$ .

## 1.15 Quit

### Quit

Well it quits the program, what did you expect me to say here :)

If data has been entered, and not saved then a requester will pop up informing you that the data has not been saved. If you click OK then the program will quit anyway, if you click cancel the program will give you the chance to save the data.

## 1.16 Random

### Random Numbers

Once clicked on the Random button, the program will generate 6 random numbers, and display them on screen.

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## 1.17 Predicted

### Predicted Numbers

For a prediction, the program uses a sophisticated method, There are several different predictions. In this version there are currently 3 types.

The first is the most used method. It calculates the probabilities of numbers occurring based on past occurrences, and picks the 6 most likely to occur.

The second is the least occurred method. This calculates the numbers which have not occurred, and should have occurred, and so displays them.

The third method is currently a secret!!!