

```
# Lotto
#opt int
new
100 input "number of draws ?",z
150 for i=1 to z
160 dim l(6)
180 for x = 1 to 6
190 l(x) = rnd(49)+1
200 for y = 1 to x-1
210 if l(x) = l(y) then goto 190
220 next y
230 next x
240 for x = 1 to 5
250 for y = x+1 to 6
260 if l(x) > l(y) then h = l(x) : l(x) = l(y) : l(y) = h
270 next y
280 next x
320 dprint; i;"/";z;": ";
330 dprint l(1);"-";l(2);"-";l(3);"-";l(4);"-";l(5);"-";l(6)
340 next i
350 dprint "good luck my friend !!!"
run
```