
Rules for Creating a single randomly generated POWERBALL drawing!

Step 1: Write the code that generates 5 unique numbers in the range of 1-69.

Arrange and store 5 unique values in ascending order followed by Powerball

Step 2: Next you will choose a single POWERBALL in the range of 1-26.

Rules for Creating a single randomly generated MEGAball drawing!

Step 1: Write the code that generates 5 unique numbers in the range of 1-70.

Arrange and store 5 unique values in ascending order followed by Megaball

Step 2: Next you will choose a single MEGAball in the range of 1-25.

Step #01, Display a menu that will allow user to pick POWERBALL / MEGAball / Exit -

1. A POWERBALL drawing(s)/search! * off to step #02
2. A MEGABALL drawing(s)/search! * off to step #02
3. Exit lottery drawing Generator

Step #02, Display a menu that will allow user to generate/search -

1. Generate POWERBALL or MEGAball drawing(s)! * generate 1-25 drawing(s)
 2. View all previous drawings in terminal, 25 per screen.
 3. Search previous POWERBALL or MEGAball drawing(s) for winners!
Reminder: if single POWERBALL or MEGAball match in drawing you are a small value winner!
 4. Back to drawing Choice
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Requirements:

- Documentation header for the program, functions and to the right for statements.
- Break code into functions. Program must run in loop until user exits.
- Create useful easy to navigate menus. Use case for menu choices, validate by using default/wildcard *).
- Drawing random numbers ranges validate for game choice.
- Must read and write results.
- Must give user choice to save generated game drawings to disk storage. File name your choice.
- When a search entry for a winner matches every number of a saved generation, output a turtle graphic that they are a BIG winner of either Power or Mega ball.
- When a search entry for a winner matches just the Power or Mega ball, output a turtle graphic that they are a SMALL winner of either Power or Mega ball.