

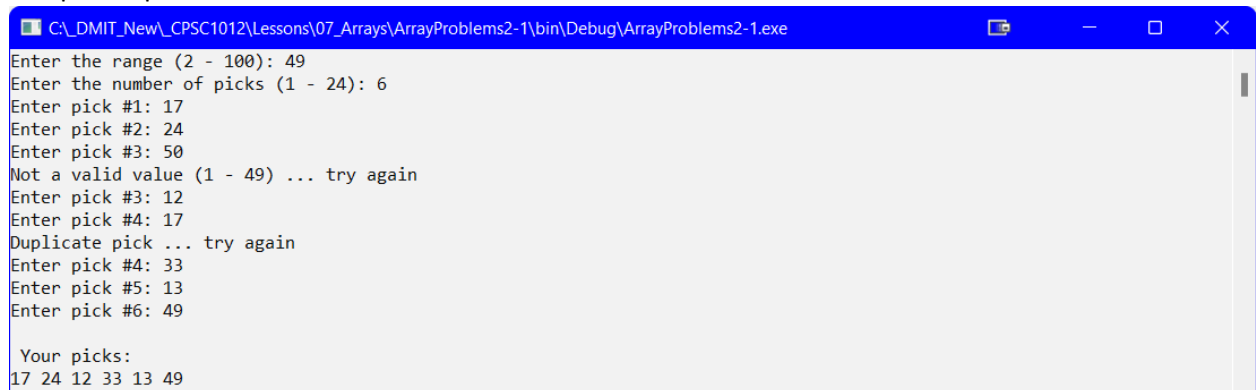
Array Problems- 2

1. Create a program that will generate a lottery ticket for the user. The user will enter the number of values in the pick and the range. For example, a lottery pick of 6 values in the range 1-49 might look like the following:

7 13 22 34 43 46

Store the values in an array of the appropriate length and ensure that there are no duplicates (i.e., the same number must not appear twice). Do not worry about sorting the values.

Sample output:



```
C:\DMIT_New_CPSC1012\Lessons\07_Arrays\ArrayProblems2-1\bin\Debug\ArrayProblems2-1.exe
Enter the range (2 - 100): 49
Enter the number of picks (1 - 24): 6
Enter pick #1: 17
Enter pick #2: 24
Enter pick #3: 50
Not a valid value (1 - 49) ... try again
Enter pick #3: 12
Enter pick #4: 17
Duplicate pick ... try again
Enter pick #4: 33
Enter pick #5: 13
Enter pick #6: 49

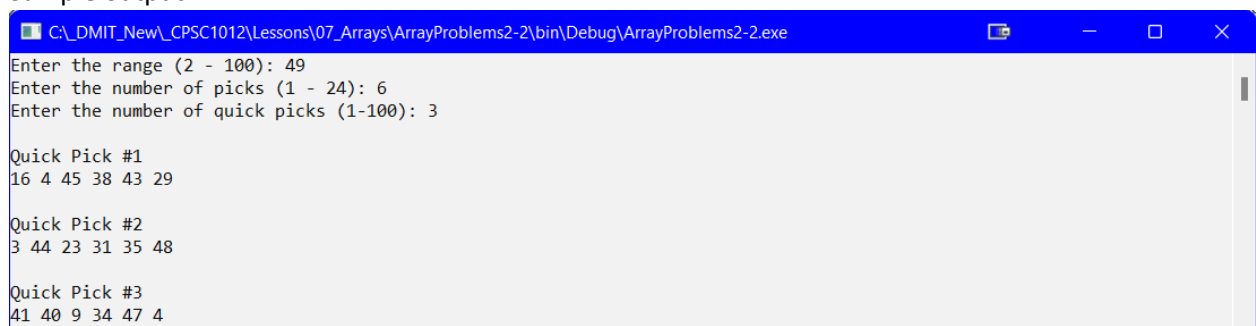
Your picks:
17 24 12 33 13 49
```

2. Update the previous solution to allow the user to choose how many picks they would like (choosing 3 picks would yield three separate lottery picks). Include a method that will load an array for a pick with the random values. The method signature should be as follows:

```
static void QuickPick(int[] picks, int range)
```

The method should use the length of the array to determine how many values are in the pick. Since arrays are passed by reference, there is no need to return anything.

Sample output:



```
C:\DMIT_New_CPSC1012\Lessons\07_Arrays\ArrayProblems2-2\bin\Debug\ArrayProblems2-2.exe
Enter the range (2 - 100): 49
Enter the number of picks (1 - 24): 6
Enter the number of quick picks (1-100): 3

Quick Pick #1
16 4 45 38 43 29

Quick Pick #2
3 44 23 31 35 48

Quick Pick #3
41 40 9 34 47 4
```