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1: *****
2: Program LottoGenerator_Form;
3:
4: // based on 001_pas_lottogen, with fancy form, loc's = 124
5: // lotto generator event handler form, Ex. 238_
6: // event & profile based, TASK: save the numbers in a file, compute a statistic!
7:
8: Const LOTNUMB = 6;
9:       LRRANGE = 49;
10:
11: Type
12:   TLottoStat = array[1..LRRANGE] of integer;
13:
14: var
15:   lottoNumbs: array[1..LRRANGE] of integer;
16:   hits: array[1..LOTNUMB] of integer;
17:   lstat: TLottoStat;
18:   mForm: TForm;
19:   alabel: TLabel;
20:   ashape: TShape;
21:   labList: TComponentList;
22:
23:
24: function InitStatArray: boolean;
25: var g: byte;
26: begin
27:   for g:= 1 to LRRANGE do
28:     lottoNumbs[g]:= 0;
29:   result:= true
30: end;
31:
32:
33: procedure FormClose(Sender: TObject; var Action: TCloseAction);
34: begin
35:   labList.Free;
36:   mForm.Free;
37:   mForm:= NIL;
38: end;
39:
40: procedure FormKeyPress(Sender: TObject; var Key: Char);
41: begin
42:   if Key = #27 then mForm.Close;
43: end;
44:
45: procedure Viewnumbers;
46: var i: integer;
47: begin
48:   for i:= 0 to LOTNUMB -1 do
49:     TLabel(labList[i]).Caption:= IntToStr(hits[i+1]);
50:   end;
51:
52: procedure GetNumbers(Sender: TObject);
53: var i, place: integer;
54: begin
55:   for i:= 1 to LRRANGE do lottoNumbs[i]:= i; //set Array
56:   for i:= 1 to LOTNUMB do begin
57:     place:= Random(LRRANGE+1-i)+1; //random(49)+1, random(48)+1 etc.
58:     hits[i]:= lottoNumbs[place];
59:     lottoNumbs[place]:= lottoNumbs[LRRANGE+1-i]; //replace to prevent dups
60:   end;
61:   Viewnumbers
62: end;
63:
64:
65: procedure CreateForm2;
66: var i: integer;
67: begin
68:   mForm:= TForm.Create(self);
69:   with mForm do begin
70:     FormStyle:= fsStayOnTop;
71:     Position:= poScreenCenter;
72:     BorderStyle:= bsDialog;
73:     Caption:= 'Pascal Lotto Generator PLG3';
74:     width:= 640;
75:     height:= 240;
76:     color:= clgreen;

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77:      //onClose:= @FormClose;
78:      onKeyPress:= @FormKeyPress
79:      Show;
80:  end;
81:  for i:= 1 to LOTNUMB do begin
82:    ashape:= TShape.Create(mForm);
83:    with ashape do begin
84:      Parent:= mForm;
85:      top:= 50
86:      left:= 80 * i;
87:      shape:= stCircle;
88:      brush.color:= clRed;
89:      pen.width:= 5;
90:    end;
91:  end;
92:  labList:= TComponentList.Create1(true); //owns objects
93:  for i:= 1 to LOTNUMB do begin
94:    alabel:= TLabel.Create(mForm);
95:    with alabel do begin
96:      Parent:= mForm;
97:      color:= clRed;
98:      top:= 66
99:      left:= 20 + 79 * i;
100:     font.size:= 22;
101:     bringToFront;
102:   end;
103:   labList.Add(alabel);
104: end;
105: with TBitBtn.Create(mForm) do begin
106:   Parent:= mForm;
107:   SetBounds(400,150,180,40)
108:   Caption:= ' Get Lotto Numbers';
109:   glyph.LoadFromResourceName(getHINSTANCE, 'OPENFOLDER');
110:   onClick:= @GetNumbers;
111: end;
112: with TBevel.Create(mForm) do begin
113:   Parent:= mForm;
114:   SetBounds(40,30,540,100)
115: end;
116: end;
117:
118: // main lotto script
119: begin
120:   Randomize;
121:   CreateForm2;
122:   GetNumbers(self);
123:   ViewNumbers;
124: end.
125:
```