

```

10 CLS: PEN 1: LOCATE 17, 1: PRINT "L O T O
20 PEN 3
30 WINDOW#2, 1, 40, 12, 25
40 LOCATE 12, 9: PRINT "(2, 7, 28, 84, 210)F
90 LOCATE 12, 18: PRINT "MISE      F
100 LOCATE 16, 18: INPUT F
110 IF F=2 OR F=7 OR F=28 OR F=84 OR F=2
10 THEN 120 ELSE 10
120 IF F=2 THEN N=6: E=5
130 IF F=7 THEN N=7: E=3
140 IF F=28 THEN N=8: E=1
150 IF F=84 THEN N=9: E=-1
160 IF F=210 THEN N=10: E=-3
170 LOCATE 11, 22: INPUT "NBRE DE JEUX"; G:
D=1
180 CLS
190 LOCATE 16, 2: PRINT "MISE: "F"F
200 DIM T(N)
210 DIM C(49)
220 FOR X=1 TO 49
230 C(X)=0
240 NEXT
250 RANDOMIZE TIME
260 B=INT(RND*49)+1
270 LOCATE 16, 4: PRINT "JEU"D"/"G
280 IF C(B)=1 THEN 250
290 A=A+1
300 T(A)=B
310 C(B)=1
320 IF A<N THEN 260
330 D=D+1
340 FOR I=1 TO N
350 FOR J=N TO 1 STEP-1
360 IF T(J-1)>T(J) THEN V=T(J): T(J)=T(J-
1): T(J-1)=V
370 NEXT J
380 NEXT I
390 T=1
400 LOCATE#2, E+(4*T), 1: PRINT#2, T(T)
410 T=T+1
420 IF T<N+1 THEN 400
430 LOCATE#2, 16, 12: PRINT#2, "< TOUCHE >
440 CALL &BB06
450 PRINT#2, STRING$(26, CHR$(11))
460 IF D<G+1 THEN A=0: GOTO 220
470 CLEAR: GOTO 10 ■

```