

```

using System;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using Microsoft.VisualBasic;

namespace KinoGame
{
    public class KinoGame
    {
        public static void NumbersInput()
        {
            Console.WriteLine("Welcome to the LuckyNumbers Game...!!!");
            Console.WriteLine("Instructions:");
            Console.WriteLine("You can choose 10 numbers between 1 and 100 for the standard lottery draw.");
            Console.WriteLine("After choosing your numbers, choose another two numbers between 1 and 50 for the bonus lottery draw.");
            Console.WriteLine();

            Console.WriteLine("Give the numbers of your choice for the standard lottery draw:");

            List<int> classicLottery = new List<int>();

            for (int i = 0; i < 10; i++)
            {
                int userInputClassic;
                while (true)
                {
                    if (int.TryParse(Console.ReadLine(), out userInputClassic) && userInputClassic > 0 && userInputClassic <= 100
&& !classicLottery.Contains(userInputClassic))
                    {
                        classicLottery.Add(userInputClassic);
                        break;
                    }
                    else
                    {
                        if (userInputClassic < 1 || userInputClassic > 100)
                        {
                            Console.WriteLine("Please give a number between 1 and 100.");
                        }
                        else if (classicLottery.Contains(userInputClassic))
                        {
                            Console.WriteLine("The number already exists. Please give another number.");
                        }
                        else
                        {
                            Console.WriteLine("Invalid input. Please give a valid number between 1 and 100.");
                        }
                    }
                }
            }

            Console.WriteLine("\nThe numbers you chose are:");
            foreach (int number in classicLottery)
            {
                Console.Write(number + " ");
            }
            Console.WriteLine();
        }

        public static void BonusLottery()
        {
            Console.WriteLine("\nGive the numbers of your choice for the bonus lottery draw:");
            List<int> bonusLottery = new List<int>();

```

```

for (int i = 0; i < 2; i++)
{
    int userInputBonus;
    while (true)
    {
        if (int.TryParse(Console.ReadLine(), out userInputBonus) && userInputBonus > 0 && userInputBonus <= 50
&& !bonusLottery.Contains(userInputBonus))
        {
            bonusLottery.Add(userInputBonus);
            break;
        }
        else
        {
            if (userInputBonus < 1 || userInputBonus > 50)
            {
                Console.WriteLine("Please give a number between 1 and 50.");
            }
            else if (bonusLottery.Contains(userInputBonus))
            {
                Console.WriteLine("The number already exists. Please give another number.");
            }
            else
            {
                Console.WriteLine("Invalid input. Please give a valid number between 1 and 50.");
            }
        }
    }
}

```

```

Console.WriteLine("\n the bonus numbers you chose are:");
foreach (int number in bonusLottery)
{
    Console.Write(number + " ");
}
Console.WriteLine();
}

```

```

public static void LotteryDrawExecution()
{
    Console.WriteLine("\n we performed the the classic lottery draw and the results are: \n");

```

```

List<int> list = new List<int>();
Random random = new Random();
list.Add(random.Next());

```

```

for (int i = 0; i < 10; i++)
{

    int lotteryNumber = random.Next(1, 100);
    if (list.Contains(lotteryNumber))
    {
        random.Next();
    }
    Console.WriteLine(lotteryNumber);

}

}

```

```

public static void BonusLotteryDrawExecution()

```

```

{
    Console.WriteLine("\n we performed the bonus lottery draw  and the results are: \n");

    List<int> list = new List<int>();
    Random random = new Random();
    list.Add(random.Next());

    for (int i = 0; i < 2; i++)
    {

        int bonusLotteryNumber = random.Next(1, 50);
        if (list.Contains(bonusLotteryNumber))

            {
                random.Next();
            }
        Console.WriteLine(bonusLotteryNumber);

    }

}

public static void winningMessageClassicLottery()
{
    if (LotteryDrawExecution == NumbersInput)
    {
        Console.WriteLine("You won the classic lottery. You have maching numbers");
    }
    if (LotteryDrawExecution != NumbersInput)
    {
        Console.WriteLine("You didn't won the classic lottery. You don't  have maching numbers");
    }

}

public static void winningMessageBonusLottery()
{
    if (BonusLottery == BonusLotteryDrawExecution)
    {
        Console.WriteLine(" \n You won the Bonus lottery. You have maching numbers \n");
    }

    if (BonusLottery != BonusLotteryDrawExecution)
    {
        Console.WriteLine("\n You didn't won the Bonus lottery. You don't  have maching numbers \n");
    }

}

public static void Main(string[] args)
{
    UserAccount.MessagesPersonalInformationInput();

    UserAccount.PersonalInformationInput();

    FinancialRegistration.bankRegistration();
    FinancialRegistration.cardRegistration();
    UserAccount.MessagesPersonalInformationInput();

    UserAccount.PersonalInformationInput();
}

```

```
FinancialRegistration.cardRegistration();
```

```
NumbersInput();  
BonusLottery();
```

```
LotteryDrawExecution();  
BonusLotteryDrawExecution();
```

```
winningMessageClassicLottery();  
winningMessageBonusLottery();
```

```
Console.WriteLine("Press any key to exit.");  
Console.ReadKey();
```

```
}
```

```
}
```

```
}
```