

LOTTERY SIMULATION: PROFIT OR LOSS 02

Hello guys, welcome to programming screen cast of lottery stimulation so let me first introduce that is lottery simulation let me just give you a brief overview, i hope you have seen previous video where the procedure of lottery simulation lottery was explained, i will just give a brief overview so basically there are some sort of coupons was available and you have to bet on one particular coupon and there draw coupon randomly from the available list of coupon and if your betted coupon and the coupon that appears matches you will win for playing this game you are supposed to place some amount and if you win you get something much more than what you have paid, so this is how they try to tempt you to play the lottery so let me explain it, let me take a very quick scenario and explain it so let me assume that there are some ten coupons so basically each coupon contain a digit a number from one to ten so one two three like that up to ten, one number is present in each coupon like that there are coupons that coupon contains the digits from one to ten you are supposed to bet something say i say the number seven will appear if you draw now i will say that so now after listening to my bet seven they will draw coupon randomly, if that randomly drawn coupon contains the number seven i win otherwise i lose, to play this game i have to pay say some hundred rupees if i win that if i get lucky and i got the same number if i win i will get say thousand rupees ten folds see i am getting back ten folds or even if you say nine hundred rupees anything i am getting much more than what i am paying so i am really tempted to play this game so let us see what happens if i play this game, if i get lucky i will get much more than what i paid, if i get unlucky i will lose hundred rupees which is not very big deal, let us try what happens let us try simulating it so to simulate this we will use something called random so because you are randomly picking one coupon out of the available coupons right so we are i am going to use package called random so let us say i will say import random i hope you are you have used this package sometime so basically to deal with something that happens with some probabilistic thing randomness we use this package random so i will i will so say i have a bet so bet is something i have a number so let me say i have to get the input of the bet, the bet is the number i have to get a input, input as you know would generally take everything in terms of strings so i have to type cast it i have to change it into integer type so let me do that int of input so i have to ask for what is your bet? So i will say your bet ok so i got the bet from the user, once i have got the bet now i have to stimulate the lucky draw, let me say lucky draw so what is this lucky draw? I will take a coupon randomly it will contain a number from one to ten so to stimulate that i will use the function from random package it is random dot randint what is this functionality done? What is this do? You are supposed to pass two parameters 'a' and 'b' as it is shown so a number form a to b between that in that range some number will be there so i want from one to ten so one to ten here both one and ten both the end points are also included any number can be picked from one two three four five six seven eight nine ten, one of these ten numbers could be picked even i have to bet something from one to ten so let me make this statement more clear, your bet from one to ten let me make this more clearer so i have inputted a value i have asked for what is my bet as you could see here i have asked for his betting so let me find so i have inputted what is the number on which i want to bet and now i am stimulating this lucky draw so here i will be getting another number and if so for that before that i need to have something called the account right? Where do i deposit the

money that i am winning so let me say i have some account initially there is nothing i got it from the organisers of the game so it is zero and now if i get lucky that is my betted number as well as the one i got in the lucky draw they both turn out to be equal so this double equal to symbol is what i am using it for equality check if you use a single equal to it is assignment so it will change the value sign but i want to check the equality i don't want to change the values so i am using the double equal to symbol that is equal to the lucky draw then to my accounts what happens? Whatever was there earlier along with that amount say nine hundred rupees gets added and to play this game how much have i spent? Hundred rupees so i have to deduct hundred because i have spent hundred from my hand and i have added some nine hundred rupees because i have won in this place so nine hundred got added and i had spent hundred rupees so the net gain is eight hundred rupees i am getting into my account if i get lucky what if i didn't get lucky? Nothing i just lose my hundred rupees else if i didn't get lucky else what happens i will lose hundred rupees so let me say account is nothing but i have to deduct hundred from my previous earnings from those earnings i am spending so i have to deduct it ok so at the end of the game what is there in my account and print ok see i just playing once here i get an input i bet on some number and some lucky draw happens, some number is drawn at random and if that is equal to what i have bet i win nine hundred rupees else i don't win anything but to play this game i have to pay hundred rupees that is why i am deducting hundred in both the cases so at the end of the game what is that i will have in my account that is after playing this game what do i have, let us see that now let me save this and now let me maximise the console so here is where you get the output right so let me maximise this portion and now let me run this run, run it ok your bet from one to ten it is asking me let me say i bet on seven minus hundred see so i had lost why have i lost actually? I don't know, i want to see what happened in my lucky draw case so let me print it and modify this programs slightly let me print the lucky draw print the lucky draw whatever is the value in lucky draw i want to print it as well as whatever is in my account i will print it let me save the program and now let me maximise this portion maximise here and now let me run it again its asking me for a bet so let me now bet on five it turned out to be four and so i lose ok let me try again i run again this time let me bet on two it turned out to be ten again i lose i am losing continuously ok it's all luck so let me try simulating this multiple times and see what happens, let us see this in the next video.