

# **Analyser**

**COLLABORATORS**

	<i>TITLE :</i> Analyser		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 9, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Analyser</b>	<b>1</b>
1.1	main . . . . .	1
1.2	Conditions and Distribution . . . . .	2
1.3	AmigaGuide . . . . .	2
1.4	Installer . . . . .	2
1.5	Disclaimer . . . . .	3
1.6	Requirements . . . . .	3
1.7	Introduction . . . . .	3
1.8	Install . . . . .	4
1.9	Usage . . . . .	4
1.10	Instructions . . . . .	5
1.11	Bonus Numbers Included . . . . .	6
1.12	No Bonus Numbers . . . . .	6
1.13	Draws DataBase . . . . .	6
1.14	Add . . . . .	7
1.15	Edit . . . . .	7
1.16	Numbers Frequency . . . . .	7
1.17	Full Numbers Analysis . . . . .	8
1.18	Low/Mid/High Combination . . . . .	8
1.19	Select Winning Numbers . . . . .	9
1.20	Check your numbers . . . . .	9
1.21	Syndicate Mode . . . . .	10
1.22	Program Help . . . . .	11
1.23	Thanks . . . . .	11
1.24	Contact . . . . .	11
1.25	Other Programs . . . . .	12
1.26	Just a Thought . . . . .	14

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# Chapter 1

# Analyser

## 1.1 main

The Lottery Analyser  
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Conditions  
: Conditions and distribution

Disclaimer  
: Disclaimer

Requirements  
: What system do I need?

Installing Analyser  
: Hard Disk install

Introduction  
: An overview

Getting Started  
: Here we go!

Full Instructions  
: How to use the program

The Help Key  
: How to call for help

Thanks  
: Some thanks

Contact  
: Contact address

Other Programs

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: Might want to try these

One Last Thing  
: Just a thought

## 1.2 Conditions and Distribution

### Copyright and Distribution Notice

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The Lottery Analyser  
Copyright © 1995 John J. Cassar  
All Rights Reserved

This program is WinWare distributable. This means that the program can be freely copied and distributed as long as no more than a nominal fee is charged.

If you wish to use the program, you must agree that if you win with more than four numbers using numbers generated by this program, you will send me some of your winnings. The amount is up to you.

If The Lottery Analyser is to be included in a magazine, then, I must be sent a copy of the product. It would be better if you contacted me beforehand to make sure that you have the latest version. Full credit must be given, these documents must be included and no changes made.

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, AmigaGuide.info, Amigaguide.library, WDisplay, are copy-  
right 1991-93 Commodore-Amiga, Inc. All rights reserved. Reproduced  
and distributed under license from Commodore.

Installer  
and Installer project icon (c) Copyright 1991-93 Commodore  
Amiga, Inc. All Rights Reserved. Reproduced and distributed under  
license from Commodore.

## 1.3 AmigaGuide

AMIGAGUIDE  
~~~~~

AmigaGuide, implements hypertext concepts to provide a standard method of displaying and providing information and support for applications.

## 1.4 Installer

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## INSTALLER

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Installation of applications from floppy disks onto a hard disk has proven to be a very inconsistent and often frustrating endeavour for most end-users. Commodore have remedied this situation by developing a tool which provides the user with a standard way to install applications - Installer.

## 1.5 Disclaimer

## DISCLAIMER

~~~~~

Every effort went into creating a bug free program, although no warranty is given that this is the case. You use this program at your own risk. I will NOT be held liable for any damage caused, directly or indirectly, resulting by the use of this program.

No guarantee is given that by using "The Lottery Analyser", you will win any money.

## 1.6 Requirements

## Requirements

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The Lottery Analyser requires at least v37 of the OS. Workbench 2 or higher is also required.

The program has been tested on:

- an A600 , 68000, WB2.1
- an A1200, 68020, WB3.0
- an A2000, 68000, WB2.4

## 1.7 Introduction

## Introduction

~~~~~

Unlike some other lottery predictors, this program attempts to analyse the drawn numbers, and although it uses a certain amount of randomly generated numbers in it's predictions, this is done to a minimum.

"The Lottery Analyser" keeps a record of the drawn numbers in the

Draws DataBase

, and after analysing these numbers, attempts to predict the winning numbers for the following week by giving you three winning (boards) selections.

The first board is biased on the most frequent numbers drawn. The

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second, biased on the least frequent numbers, and the third is biased on the most frequent combination.

You can even select up to seven other boards of your own chosen numbers.

If this is not enough, you can select the

Syndicate Mode

, were you

can have another 100 boards. In this mode you can instruct the program to include up to four numbers in every permutation and exclude up to 25 numbers.

When entering into a command mode all irrelevant buttons are disabled.

The fireworks display comes free.

## 1.8 Install

### Installing Program

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Firstly if you wish to install this program onto your hard drive, use the supplied script. "The Lottery Analyser" must be assigned as "Analyser:" for the program to work properly, and all the files has to be copied to this directory. This is done by the

install

script

supplied.

## 1.9 Usage

### Getting Started

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On the right hand side of the screen is where all the selection buttons are located. To the left of the screen is where the program displays it's information to you.

When the program is first initialised, and at any time you return from a command call, the program displays the last entry in it's memory and it's analysis.

This includes the week's number, the date, the numbers drawn for that week, and the bonus number.

These drawn numbers are then separated into low(1-16), middle(17-33) and high(34-49). They are then, further separated into how many were primary, tens, twenties, thirties, and forties numbers. These are then separated again into even and odd numbers.

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This analysis includes bonus numbers (default). If you wish the analysis not to include the bonus numbers drawn, press the red button on top of the logo. This will change from

```
Bonus Numbers Included
to
No Bonus Numbers
, followed by its new analysis.
```

All other analysis and predictions are effected by this selection.

At this stage, if no command is selected and the mouse button is not pressed in about thirty seconds, the screen display is dimmed and reverts to giving you a fireworks display. Pressing the mouse button anywhere on the screen or choosing one of the commands, returns you to the normal selections.

## 1.10 Instructions

### Instructions

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These are the commands available on The Lottery Analyser:

```
Bonus Numbers Included
: Include Bonus numbers

No Bonus Numbers
: Ignore Bonus numbers

Draws DataBase
: Lottery Draws records

Numbers Frequency
: Frequency of each number

Full Numbers Analysis
: Program calculations

Select Winning Numbers
: Get your winning numbers

Check Your Numbers
: Have you won?

Syndicate Mode
: Permutation draws
```



## 1.11 Bonus Numbers Included

Bonus Numbers Included  
~~~~~

With Bonus numbers included, all calculations and analysis will include the bonus numbers. This is the default setting.

To change the default setting, select the "No Bonus Numbers". When you quit the program, you will be asked if you wish to start with this new setting on your next startup.

## 1.12 No Bonus Numbers

No Bonus Numbers  
~~~~~

With No bonus numbers, all calculations and analysis will not include bonus numbers.

To change the default setting, select the "Bonus Numbers Included". When you quit the program, you will be asked if you wish to start with this new setting on your next startup.

## 1.13 Draws DataBase

Draws DataBase  
~~~~~

For this program to work properly, each week, you must enter the six drawn numbers and the bonus number, unless of course, you have won the jackpot. In that case all you have to do is collect your millions and remember me.

The numbers drawn can be viewed by pressing the up and down buttons on the display.

To add a new week's drawn numbers, press the  
ADD  
button.

If you make a mistake when adding a new week or find a mistake in your data, move the white cursor over the week in question and select the

EDIT  
button.

Select the SAVE button to store any changes you have made to your database.

The PRINT command allows you to print a list of all the draws, using your printer. If your printer was switched off or the printer was not on-line the program will ignore your request.

If you haven't made any changes to your database press the CANCEL

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button to leave this section.

## 1.14 Add

Add

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Place the mouse pointer inside the date box and press the left mouse button. Now enter the date. If the month is not correct press the month button until you get the required month.

Now you may start to enter the drawn numbers by pointing the mouse pointer to the required number and pressing the left mouse button. LEAVE THE BONUS NUMBER TO THE END.

If you make a mistake while selecting numbers, you may correct your mistakes by press the incorrect numbers again.

If you make a complete cockup, press the WIPE button. This will clear all entered information.

When ready press the OK button. This will take you to the previous screen and the new week's numbers will be added to your database.

Press the CANCEL button if you do not wish to add your selection.

## 1.15 Edit

Edit

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To edit numbers, place the mouse pointer over the number you wish to edit and press the left mouse button this will toggle the number in the off position. Now select the number you wish to enter and repeat.

To edit the date, place the mouse pointer inside the box with the date in it, press the left mouse button, and enter the new date. Press the return key when ready.

To edit the month, press the mouse pointer over the month and press the left mouse button until you get the month required.

If you wish to edit a complete cockup, press the WIPE button.

When ready press the OK button. This will take you to the previous screen and these changes will be entered into your database.

Press the CANCEL button if you do not wish to make any changes.

## 1.16 Numbers Frequency

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### Numbers Frequency

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This function displays a list of all the 49 numbers and the frequency of how many times each number has been drawn. The highest number/s are highlighted. Press the OK button when ready to return to main screen.

## 1.17 Full Numbers Analysis

### Full Numbers Analysis

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Before this program gives it's predictions on what numbers are to be drawn, it requires to analyse each week's drawn numbers.

What follows is the conclusions, the program has arrived at. On these bases the predictions will be made.

NUMBERS DRAWN - breaks the numbers drawn, from week one, into primary, tens, twenties, thirties and forties and displays the total of each.

DIVIDED INTO LOW, MID, HIGH - This gives a list of how many, of these numbers, from week one, were of low numbers (1-16), of middle numbers (17-33) and of high numbers (34-49).

ODD or EVEN - totals each numbers, form week one, into either odd or even. These totals are ignored from the programs predictions until there are at least a difference of ten numbers between the odd and even numbers.

MOST FREQUENT COMBINATION - The program compares each week, from week one, on how many were of low, middle and high numbers and then compares each week with one another. This gives the most frequent combination it has found.

<<

COMPRISING OF - gives the average of how many were primary, ←  
tens,  
twenties, thirties and forties in the above analysis.

Press the OK button when ready to return to main screen.

## 1.18 Low/Mid/High Combination

### Low/Mid/High Combination

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Shows all combinations to-date. The most frequent is shown in yellow.

Press the OK button to move to next page, or when ready, to return to main screen.

## 1.19 Select Winning Numbers

### Select Winning Numbers

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This is it! This is where the predictions are made. With these numbers you may become a millionaire. Who knows?

The first three selections (boards) are reserved by the program, for its predictions. The other seven are for your own selection of numbers.

Place the mouse pointer over the first button and press the left mouse button. This prediction is biased on the most frequently drawn numbers. One or two of these numbers are randomized.

Place the mouse pointer over the second button and press the left mouse button. This prediction is biased on the least frequently drawn numbers. One or two of these numbers are randomized.

Place the mouse pointer over the third button and press the left mouse button. This prediction is biased on the most frequent combination, i.e. on how many were low, middle and high numbers. If for example the most frequent combination was 2 numbers low, 3 were of middle numbers and 1 of high numbers, the program will generate two random numbers from 1 to 16, 3 random numbers from 17 to 33 and one randomly generated number from 34 to 49.

To enter your own numbers, place the mouse pointer over one of the other seven buttons, it doesn't matter which one and press the left mouse button. Now make your selection by pressing the required numbers until you have six numbers. If at any time you wish to cancel a number press it again, this will toggle the number in question in the off state. Press the OK button when ready.

SAVE - When you have made your predictions you must save this information. Press the SAVE button and the program will save your predictions.

PRINT - Allows you to make a printout of your predictions. Make sure the printer is switched on and on-line otherwise the program will ignore this command.

NEW - Press this button only if you wish to cancel all of your own predictions. This will also generate new predictions.

CANCEL - Press this button if you do not wish to save your predictions or if you have entered this section to view your predictions.

## 1.20 Check your numbers

### Check Your Numbers

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Before checking your numbers you must enter the new drawn numbers using the

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### Draws DataBase

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When entering this section of the program. "The Lottery Analyser" will check all your predictions against the last entered drawn numbers in the draws database. These numbers are displayed on the top of the screen as:- "Numbers Drawn on Week ??"

All numbers matching those drawn will be highlighted. You will also be informed on what type of win you have made, if any.

If the screen starts to flash in different colours, you have won a big win, five numbers plus bonus or the jackpot.

Press the OK button when ready to return to main screen.

## 1.21 Syndicate Mode

### Syndicate Mode

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The syndicate mode is intended for anyone wishing to play more than ten boards at a time, and wishing to use the permutation method of predicting the results.

When entering this mode you are greeted with a list of permutations. This is a list of the last selected predictions. This list is three pages long. Pressing one of the arrow buttons, either to the top left hand corner of the page, or the right bottom corner of the page, will move the page display up or down by one page.

To select your own predictions, press the MAKE button. You are now informed that if you wish, you may choose up to 4 numbers you wish to include in every permutation. Make your selection. Press the OK button when ready. At this stage, if you press the CANCEL button in the numbers window, you will leave the MAKE section.

Having pressed the OK button, you are moved to next section where you may exclude up to 25 numbers from the permutations. Press the OK button when ready.

"The Lottery Analyser" will now generate 100 boards. These numbers are randomly generated. Numbers selected (if any) to be included will be included in every permutation and numbers to be excluded (if any) will not be included.

For the program to remember these numbers you must press the SAVE button.

You can make a printout of this list by selecting the PRINT button.

After the numbers have been drawn and entered in the program, using the

Draws DataBase

, you may check for any wins.

Press the CHECK button. The program will check the page in view for any wins. To check the other pages, you must move to the page in question and press the CHECK button again. The program will highlight each wins in that page.

Press the CANCEL button when ready to leave this mode.

## 1.22 Program Help

### Program Help

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The help command can be accessed at any time. You can press the HELP key to call up context-sensitive help from this document.

From the main display you may place the mouse pointer to point to one of the command buttons and press the HELP key. From inside a command mode just press the HELP key.

AmigaGuide  
is expected to be found in either the "c/" directory or the "Utilities/" directory.

If you get an error requester saying "Unable to open AmigaGuide" it means that "The Lottery Analyser" cannot find AmigaGuide Tools File, either in the "c/" nor in the "Utilities/" directories.

If you get an error requester saying "Can't open AmigaGuide database", it means that AmigaGuide cannot locate the Analyser.guide file.

## 1.23 Thanks

Thanks  
~~~~~

For Beta testing this program:

Allan Wilson

For the cups of coffee:

Wife Nina and Daughter Alison

## 1.24 Contact

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## Contact

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Please feel free to send comments, bug reports, suggestions, gifts... to:

John J. Cassar  
31, St. Mungo Ave.,  
Townhead  
Glasgow G4 OPG  
SCOTLAND

## 1.25 Other Programs

## Other Programs

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If you wish to obtain any of the following programs, please send me a cheque or postal for two pounds for every program chosen.

Please remember to include your name and address.

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## \*\*\* - COMMUNICATE

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Teach yourself eight non-verbal languages. Including two-handed sign alphabet, one-handed sign alphabet, deaf-blind sign alphabet, Braille, Semaphore, Flags (ship signalling flags), Morse code alphabet and a Naughts and Crosses code, (a fun language).

Reviewed on - Amiga Computing - October 1993 issue.

Remarks - A novel and impressive program.

Reviewed on - CU Amiga - November 1993 issue.

Remarks - A very well-produced piece of software that aims to teach you eight non-verbal communications.

Reviewed on - Amiga Format - December 1993 issue.

Remarks - It's not often we see a PD program that is completely original, but this is one of those rare occasions.

Reviewed on - Amiga Shopper - January 1994 issue.

Remarks - If you desire to learn sign language, I highly recommend that you get hold of this program. Rating (9/10).

Reviewed on - Amiga User International - January 1994 issue.

Remarks - For those who have a hunger for new knowledge this is a fascinating program. Rating (8/10).

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## \*\*\* - CALORIE COUNTER DIARY

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Watch that waistline!! This program helps you keep track of your daily calories consumed. "Calorie Counter Diary" keeps separate

files for each individual who uses it, making it ideal for use in weight-watching groups. Requires WB2 and makes full use of the standard intuition interface. Users enter the item from a scrolling food list, and the program quickly calculates the nutritional composition of the day's menu and compares it with the recommended intake. This program is ShareWare, therefore if you choose this program, I will send you a special evaluation version. Send ten pound cheque or postal order if you wish to purchase the full version.

Reviewed on - Amiga User International - August 1994.

Remarks - Calorie Counter will help you keep track of the calories and help you maintain a healthy diet.

Reviewed on - Amiga Shopper - August 1994.

Remarks - Definitely a well-polished and professional program and it is worth more than the ten pounds it costs.

Reviewed on - Amiga Computing - January 1995 issue.

Remarks - Until now keeping tabs on what you eat was a painstaking ordeal, but fortunately this user-friendly computer program will ease the process.

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 \*\*\* - MIXED GOODIES ONE  
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This disk contains the following programs:

Selector	- Hard drive startup program selector.
ProgSelect	- Menu type selector, which includes scrolling text and music.
Date Reminder	- An easy to use personal date reminder.
Lottery Predictor	- version 1 of this program .
VideoBase	- Video tape database.
FileAid	- A CLI utility.

VideoBase

Reviewed on - Amiga Shopper - January 1994 issue

Remark - Probably about the best around. Rating (8/10).

-----  
 \*\*\* - Morse Code Trainer  
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Learn Morse code. This program contains the complete alphabet, continental letters, numerals (normal and abbreviated), punctuation, procedure signals, informal amateur cw abbreviations, international Q-codes and RST codes. Morse Code Trainer also takes the user through 18 exercises, each designed to help you memorise the Morse alphabet quickly. This program is shareware.

Reviewed on - Amiga Format - August 1995 issue.

Remarks - Taxing exercise and an excellent program.

Reviewed on - Amiga Shopper - January 1996 issue.

Remarks - This is the answer toy you prayers if you're trying to

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learn Morse Code. Rating (90%).

Cover Disk - Amiga Shopper - February issue.

Cover Disk - Amiga User International - March issue.

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\*\*\* - WOOLIES  
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A game to play and play again!!! Push the blocks and stop the Wooglies from moving. There is only enough oxygen in the room to last for two minutes. If you do not trap them in the allocated time you will die. You may push as many blocks as you wish. This program is shareware.

Cover Disk - One Amiga - July 1995 issue.

Reviewed on - Amiga User International - December 1995 issue.

Remarks - Will keep you woogling for quit a while.

Reviewed on - CU Amiga - December 1995 issue.

Remarks - It's a really put together production, with some good music and graphics. Rating (84%)

## 1.26 Just a Thought

One Last Thing  
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PLEASE BE KIND TO ANIMALS

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