```cpp
// Fisierul Ball.h
#ifndef BALL_H
#define BALL_H

namespace LBall {

  class LottoBall {
    int nr;
    bool extracted;
  public:
    LottoBall(void);
    LottoBall(int k) { nr = k; extracted = false; }
    int GetNr(void) const { return nr; }
    bool HasBeenExtracted(void) const { return extracted; }
    void SetExtracted(void) { extracted = true; }
    void ResetExtracted(void) { extracted = false; }
    void PrintExtracted(void) const;
    void PrintAll(void) const;
  };

#define NR_BALLS           49
#define MAX_EXTRACTED 6

  class LottoMachine {
    LottoBall balls[NR_BALLS];
    int extractedBalls[MAX_EXTRACTED];
    int currentExtracted;
  public:
    LottoMachine(void) { currentExtracted = 0; }
    int ExtractNr(void);
    void Init(void);
    void Session(void);
    void Print(void) const;
  };

}

#endif

// Fisierul Ball.cpp
#include "Ball.h"
#include <stdlib.h>
#include <time.h>
#include <iostream>

using namespace std;
using namespace LBall;

namespace {
  static int max_nr = 0;
}
```

```
LottoBall::LottoBall(void) {
  nr = ++max_nr;
  extracted = false;
}

void LottoBall::PrintExtracted(void) const {
  if (extracted)
    cout << nr << endl;
}

void LottoBall::PrintAll(void) const {
  cout << nr << endl;
}

int GetRandomNr(void) {
  int k;
  k = rand();
  return (49 * k) / RAND_MAX;
}

void LottoMachine::Init(void) {
  for (int i=0; i<NR_BALLS; i++)
    balls[i].ResetExtracted();
}

int LottoMachine::ExtractNr(void) {
  int k;
  bool finish;
  do {
    int i;
    finish = true;
    k = GetRandomNr();
    for (i=0; i<currentExtracted; i++) {
      if (extractedBalls[i] == k) {
        finish = false;
        break;
      }
    }
  } while (!finish);
  extractedBalls[currentExtracted++] = k;
  return k;
}

void LottoMachine::Session(void) {
  srand((unsigned)time(NULL));
  cout << "Incepe extragerea" << endl;
  Init();
  for (int i=0; i<MAX_EXTRACTED; i++) {
    int k;
    k = ExtractNr();
    for (int j=0; j<NR_BALLS; j++) {
      if (balls[j].GetNr() == k) {
        balls[j].SetExtracted();
        break;
      }
    }
  }
}

void LottoMachine::Print(void) const {
  cout << "S-au extras numerele:" << endl;
  for (int i=0; i<49; i++)
    balls[i].PrintExtracted();
  cout << endl;
}

// Fisierul TestLoto.cpp
#include "Ball.h"
#include <iostream>

using namespace std;
using namespace LBall;

void main( void) {
  LottoMachine lotto;
  lotto.Session();
  lotto.Print();
  lotto.Session();
  lotto.Print();
}
```