

Let there be one Moderator and 'n' Players. The moderator displays random numbers (between 0 – 90) on a display screen. Each player is given a ticket containing 15 random numbers (between 0 - 90). As the number is displayed, the player strikes the number on his ticket if it matches with the one on the screen. Then the winner is decided on the basis of the set of winning conditions. Ticket is generated using Ticket and TicketGenerator Classes and then the Thambola class is run in which the numbers are called and stored and the winning conditions are matched.