```
1    import java.util.List;
2    import java.util.ArrayList;
3    import java.util.Collections;
4    import java.awt.Color;
5    import java.util.Random;
```

These are Java imports used in the code for working with lists, color, and randomizing numbers.

```
7    public class BingoCard extends javax.swing.JFrame {
8
9        public BingoCard() {
10           initComponents();
11
12       // Create a list with numbers 1-15 for B
13       List<Integer> Bnumbers = new ArrayList<>();
14       for (int i = 1; i <= 15; i++) {
15       Bnumbers.add(i);
16       }
17       // Shuffle the list
18       Collections.shuffle(Bnumbers);
19
20       // Assign the shuffled numbers to buttons
21       B1.setText(Integer.toString(Bnumbers.get(index:0)));
22       B2.setText(Integer.toString(Bnumbers.get(index:1)));
23       B3.setText(Integer.toString(Bnumbers.get(index:2)));
24       B4.setText(Integer.toString(Bnumbers.get(index:3)));
25       B5.setText(Integer.toString(Bnumbers.get(index:4)));
```

Creates a list of numbers 1-15 for the letter B in BINGO, then randomizes those numbers and assigns them to each JButton

```
130          setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
131          setMaximumSize(new java.awt.Dimension(width:550, height:700));
132          setMinimumSize(new java.awt.Dimension(width:550, height:700));
133          setName(name:"Background"); // NOI18N
134          setPreferredSize(new java.awt.Dimension(width:550, height:670));
135          setResizable(resizable:false);
136          setSize(new java.awt.Dimension(width:550, height:700));
137          getContentPane().setLayout(new org.netbeans.lib.awtextra.AbsoluteLayout());
```

GUI, creating the window for the BINGO game.

```
139          B1.setFont(new java.awt.Font(name:"Impact", style:1, size:36)); // NOI18N
140          B1.setName(name:""); // NOI18N
141          B1.addActionListener(new java.awt.event.ActionListener() {
142              public void actionPerformed(java.awt.event.ActionEvent evt) {
143                  B1ActionPerformed(evt);
144              }
145          });
146          getContentPane().add(B1, new org.netbeans.lib.awtextra.AbsoluteConstraints(20, 130, 100, 100));
147          B1.getAccessibleContext().setAccessibleName(s:"B1");
148          B1.getAccessibleContext().setAccessibleDescription(s:"");
```

Sets the font and the positions for the texts in the GUI,

```
356      private void B1ActionPerformed(java.awt.event.ActionEvent evt) {//GEN-FIRST:event_B1ActionPerformed
357          B1.setEnabled(b:false);    // TODO add your handling code here:
358      }//GEN-LAST:event_B1ActionPerformed
359
360      private void B2ActionPerformed(java.awt.event.ActionEvent evt) {//GEN-FIRST:event_B2ActionPerformed
361          B2.setEnabled(b:false);  // TODO add your handling code here:
362      }//GEN-LAST:event_B2ActionPerformed
363
364      private void B3ActionPerformed(java.awt.event.ActionEvent evt) {//GEN-FIRST:event_B3ActionPerformed
365          B3.setEnabled(b:false);// TODO add your handling code here:
366      }//GEN-LAST:event_B3ActionPerformed
```

Disables the JButtons
when clicked.

## BINGO

**Attributes**
-(B1-B5)
for (int i = 1; i <= 15; i++) {
Bnumbers.add(i);
-(I1-I5)
for (int i = 16; i <= 30; i++) {
Inumbers.add(i);
-(N1,N2,N4,N5)
for (int i = 31; i <= 45; i++) {
Nnumbers.add(i)
-(G1-G5)
for (int i = 46; i <= 60; i++) {
Gnumbers.add(i);
-(O1-O5)
for (int i = 61; i <= 75; i++) {
Onumbers.add(i);

**Operations**
-Collections.shuffle(ArrayLists);
-jButton.setText(Integer.toString(ArrayList.get(0)));
-jButton()ActionPerformed(java.awt.event.ActionEvent
evt)
-setEnabled(false);

## CHOICES

- B1-B5 = new javax.swing.JButton();
- I1-I5 = new javax.swing.JButton();
- N1,N2,N4,N5- = new javax.swing.JButton();
- G1-G5 = newjavax.swing.JButton();
- O1-O5 = new javax.swing.JButton();