
```
clc;
clear;
close all;

% Initialize the structure matrix
structure = zeros(3, 9);

% Ensure no column is empty
for c = 1:9
    r = randi(3); % random row (1-3)
    structure(r, c) = 1;
end

% Ensure each row has exactly 5 ones
for r = 1:3
    while sum(structure(r, :)) < 5
        c = randi(9);
        if structure(r, c) == 0
            % Ensure column won't exceed 3 entries
            if sum(structure(:, c)) < 3
                structure(r, c) = 1;
            end
        end
    end
end
end

disp('Tambola Structure (structure):');
disp(structure);

% Create the final ticket
final_ticket = zeros(3, 9);

for col_idx = 1:9
    % Column ranges
    if col_idx == 1
        range_start = 1;
        range_end = 9;
    elseif col_idx == 9
        range_start = 80;
        range_end = 90;
    else
        range_start = (col_idx - 1) * 10;
        range_end = range_start + 9;
    end

    % Count numbers in this column
    count = sum(structure(:, col_idx));

    % Generate unique numbers
    values = range_start:range_end;
    values = values(randperm(length(values)));
    values = values(1:count);
```

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% Manual ascending sort
for x = 1:count
    for y = 1:count - x
        if values(y) > values(y + 1)
            swap = values(y);
            values(y) = values(y + 1);
            values(y + 1) = swap;
        end
    end
end

% Assign top to bottom
idx = 1;
for row_idx = 1:3
    if structure(row_idx, col_idx) == 1
        final_ticket(row_idx, col_idx) = values(idx);
        idx = idx + 1;
    end
end
end

```

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disp('Final Tambola Ticket:');
disp(final_ticket);

```

Tambola Structure (structure):

1	1	0	1	0	0	1	0	1
0	0	0	0	1	1	1	1	1
1	0	1	0	0	0	1	1	1

Final Tambola Ticket:

6	15	0	37	0	0	61	0	81
0	0	0	0	45	55	63	70	85
8	0	22	0	0	0	69	73	88

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