1. File descriptions
   1. bingo.h: the compiler needs the information to know what functions to be used
   2. Functions.c: contains functions (get\_start\_main\_menu(), get\_exit\_menu(), generate\_cards(), draw\_cards(), save\_game(), load\_game() and get\_status())
   3. Controls.c: contains functions (get\_choice(), \*get\_manager\_menu(), get\_main\_menu() and get\_sub\_menu())
   4. Bingo.c: contains functions(menu\_interface() and main())
2. Function descriptions

get\_start\_main\_menu(): prepares and displays the first main menu

get\_exit\_menu(): prepares and displays the main menu as the sub menu of the exit menu

generate\_cards(): allocates dynamic pointers for the first-time use then creates cards with the randomly generated empty spaces depending on how many users play, also cleans up the draw count from previous game for the new game.

draw\_cards(): generates a random number between 1 and 90, then checks if there is any repeated numbers. checks the created or loaded cards with the random number, then updates the matched numbers.

save\_game(): creates ‘bingo.sav’ file then save the current information, drawn cards and created cards in to the file.

load\_game(): loads the previous game from the file to continue the game.

get\_status(): displays the four winning sequences, the matched-numbers count and remain-count by each row.

get\_choice(): prompts and reads the user’s choice. to be used as a repeated function.

\*get\_manager\_menu(): prompts and reads the manager’s choice that how many users would play the game, then returns the number.

get\_main\_menu(): displays the three choices, new game, continue and exit, then calls a function depending on what the user chooses to do. to be used as a main menu also exit menu of the sub menu

get\_sub\_menu(): displays the four choices, draw the next card, save the game, display the current game status and exit the game, the calls a function depending on what the user chooses to do.

menu\_interface(): displays “BINGO” and calls the start main menu function.