Create a Bingo game

* 1. Create Bingo cards
     1. Start with one card (A multi-dimensional)
     2. Populate the card with numbers 1-75
     3. Populate middle as box with 0 (Free)
     4. Make sure not to use the same number twice (keep an array of numbers and have a method check if the new generated number is on the list before using it)
     5. Method to Display/Print the card

------ Optional ------

* + 1. Try multiple cards (an array of multi-dimensional arrays)

Maybe also create another array of names of players matching how many cards you have

* + 1. Print these cards with the player names

------ Optional ------

* 1. Play Bingo
     1. Computer picks number from 1-75
     2. Checks card(s) for matches and switches a matched square to something else (maybe zero)
     3. Method to evaluate all card(s) for winners
        1. Check rows (double loop)
        2. Check columns (double loop)
        3. Check diagonals (actually a single loop)

(Hint: bingoBoard[i][i])

* + 1. Reshow card(s)
    2. Show winner if any
    3. Wait for user prompt to do next turn (or else the computer will speed through game in an instant)