

BINGO

Bingo is a game of chance played with randomly drawn numbers which players match against numbers that are present on 5x5 matrices. The winner is usually required to call out the word "Bingo!".

The program has set of bingo matrices one of which is randomly selected by a computer. The player is to be given a chance to create his/her own matrix of numbers 1 to 25. The player and the program call out numbers of their choice chance by chance. The number called out is struck out from the matrices of both parties. The winner is the one whose 1 entire row or 1 column gets struck off first and calls out "Bingo!".

INPUT:

The player inputs the numbers into a 5x5 matrix like the example given below:

```
1 5 6 7 9
4 3 10 12 14
2 19 20 23 25
24 8 21 16 13
11 15 17 22 18
```

The computer randomly generates its own 5*5 matrix.

The user and the computer will alternatively write numbers and those numbers will be converted to * symbol and displayed each time.

OUTPUT:

The matrices of both the player and the program should be displayed at each stage. The final output can be in the following format-

Computer's turn:5

Computer:

```
2 19 20 23 25
4 3 * 9 10
* 8 13 14 21
* 12 11 17 22
* 15 16 18 24
```

Player:

```
* * * * 9
4 3 10 12 14
2 19 20 23 25
24 8 21 16 1
```

11 15 17 22 18

Player's turn: 9

2 19 20 23 25

4 3 * * 10

* 8 13 14 21

* 12 11 17 22

* 15 16 18 24

Player:

* * * * *

4 3 10 12 14

2 19 20 23 25

24 8 21 16 1

11 15 17 22 18

BINGO!!

PLAYER WINS!

