

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <time.h>
4
5  #define N 15
6
7  int main(void)
8  {
9      int i, j, x[N], a, b, y[5][5], k, bingo = 0, c;
10
11      srand(time(NULL));
12      for(k = 0; k < 5; k++){
13          for(i = 0; i < 5; i++){
14              x[i] = 1;
15          }
16
17          i = 0;
18          while(i < 5){
19              a = rand() % 15;
20              if(x[a] == 1){
21                  x[a] = 0;
22                  y[i][k] = a + (15 * k) + 1;
23                  i++;
24              }
25          }
26      }
27
28      y[2][2] = 0;
29
30      for(i = 0; i < 5; i++){
31          for(j = 0; j < 5; j++){
32              printf("%3d", y[i][j]);
33          }
34          printf("\n");
35      }
36
37      while(bingo == 0){
38          a = rand() % 75 + 1;
39          for(i = 0; i < 5; i++){
40              for(j = 0; j < 5; j++){
41                  if(a == y[i][j]){
42                      y[i][j] = 0;
43                      if(y[i][0] == 0 && y[i][1] == 0 && y[i][2] == 0 && y[i][3]
== 0 && y[i][4] == 0){
44                          bingo = 1;
45                      }
46                      if(y[0][j] == 0 && y[1][j] == 0 && y[2][j] == 0 && y[3][j]
== 0 && y[4][j] == 0){
47                          bingo = 1;
48                      }
49                      if(y[0][0] == 0 && y[1][1] == 0 && y[3][3] == 0 && y[4][4]
== 0){
50                          bingo = 1;
51                      }
52                      if(y[0][4] == 0 && y[1][3] == 0 && y[3][1] == 0 && y[4][0]
== 0){
53                          bingo = 1;
54                      }
55
56                      for(c = 0; c < 1; c++){
57                          for(i = 0; i < 5; i++){
58                              for(j = 0; j < 5; j++){
59                                  printf("%3d", y[i][j]);
60                              }
61                              printf("\n");
62

```

```
63         printf("          \n");
64     }
65 }
66 }
67 }
68 }
69 printf("BINGO\n");
70
71 return 0;
72 }
73
74
```