Bingo

Have bingo numbers going across the top in five rows

Use random number to call numbers for the BINGO cards.

Numbers to be called automatically in intervals or via a call button

Have the number background color change when number is called

Create 2 cards objects one for the computer and one for user, with buttons for selection that have random number in the scope of each Bingo letter.

When button on card is selected change to X.

Don’t allow any button to be selected if it is not the correct number.

Bingo for the computer is automatic checked after four numbers have been called.

User selects bingo button to have card check for bingo.

Reset button allows for a choice of a new card or keep using same card.