Indian Bingo

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Abstract:
As we know everyone are familiar with this which is a family entertainment game. But the problem with this game is when the coins are handled manually there is confusion between specific numbers (like 81 may be seen as 18) and when the coins are lost we quit playing the game. So, in order to overcome these problems we have an idea of computerizing the game. In this we store the values which have completed and creates n number of tickets for n users. Then ask the user to enter the number of tickets sold along with the cost of each ticket in order to calculate the total amount. There are specific rules given by the computer and user check the boxes which are required to calculate amount for each rule. After completion of the game amount is distributed to the winners according to the rules.
Keywords: computerizing, entertainment, tickets.

Introduction:

Housie is also known as Tambola, Indian Bingo or Tombola. It is a popular game that is used to be organized in Italy in early 1500s. The game is fun to play and easy to learn. Many of us played at social gatherings, offices and get-together, kitty parties and society events. Tambola can be played in many different ways depending on the competency level. American version of Tambola is called as 'Bingo' and it is slightly different form Housie.

In this, user should enter the number of tickets required tickets are generated automatically. Once generation is done random picking of numbers get started. The number which is picked is marked with a colour of green and if that is available in one of the tickets which are generated that is marked as red. There are various combinations which should be checked. Based on the combination the amount for each combination is calculated and distributed. We will be giving the amount for each ticket total amount is calculated based on the number of tickets given. Then user enters percent for each combination and that amount is also calculated. And the number picked is displayed on the screen for 5 sec, the sequence of previous 3 numbers is also shown.

This paper is composed of different sections. It starts with a literature survey as section 2 in the context of present work. Section 3 explains about problem statement. Section 4 contains the process flow. Section 5 about methodology. Section 6 about results that we had obtained. Section 7 is about the conclusion.

2. LITERATUTRE SURVEY:

The basic method which we used for this game is to follow the combinations[1] that are given. By following them we go through different stages of the game. Once if we are done with one combination we should go for the next one. In this way all combinations will be completed and we it comes to house full we stop playing the game. And there are numbers used from 1-90 in tickets. The number which is used once is not repeated for about 6
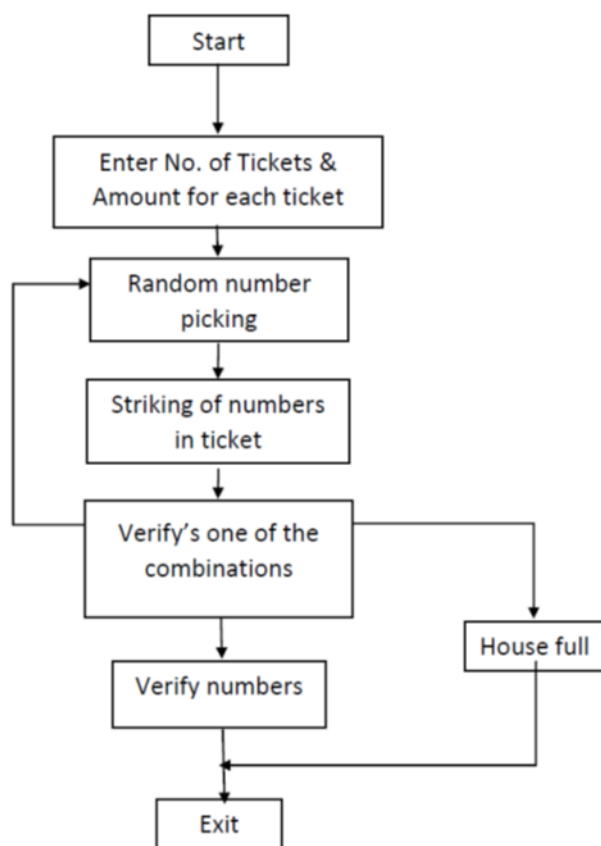
tickets. Each ticket there are 15 numbers. There are 3 rows and 9 columns in every ticket. Tambola is also known as Housie, American version of tambola is little different and known as 'bingo'[2].

3. PROBLEM STATEMENT:

Generally this game consists of coins on which numbers are marked. With this we face various problems when played manually like missing of coins. Even if one coin is missing we quit playing the game. In some cases there may be confusion like one number is seen as other like 18 as 81 and 6 as 9. Though we have number in our ticket we may forget to strike because of our negligence because of which we may miss combination. They are very minor mistakes but we may not be able to play the game no longer.

4. PROCESS FLOW:

The following flow chat explains the process flow of the game.

5. METHODOLOGY:
5.1 UNDERSTANDING THE GAME

In this we shall have an idea of how tickets look like. Each ticket has 15 numbers. There are 6 tickets which are filled with this. So, 15*6=90 numbers. Totally there are 90 numbers that are used in tickets. In all these 6 tickets, each number from 1-90 occurs once only so covering all 90 numbers. Therefore, when a CUE is called, it will be present in one and only one ticket from the set of 6 tickets. There are 3 rows and 9 columns in every Tambola Ticket. There are 3 rows and 9 columns in every Tambola Ticket. Every ticket has exactly 15 numbers. Every row contains 5 numbers. A column may have 1, 2 or 3 numbers. There should be at least 1 number in every column. A Ticket cannot have the same number more than once. Column 1-9 on any ticket has numbers between 1-90.

5.2 COMBINATIONS

There are various combinations that are taken into consideration while playing the game.
Early Five : The ticket with first five number dabbed
Top Line: The ticket with all the numbers of the top row dabbed fastest.
Middle Line: The ticket with all the numbers of the middle row dabbed fastest.
Bottom Line: The ticket with the numbers of the bottom row dabbed fasted.
Four Corners: The ticket with all four corners marked first i.e. 1st and last numbers of top and bottom rows.
Full House: The ticket with all the 15 numbers marked first.

5.3 RANDOM PICKING OF NUMBERS

Once tickets are generated then random picking of numbers starts. Each number is picked once. Covers all the 90 numbers that are used. Number that is picked is displayed for 5 seconds on the screen. Previous 3 numbers are also shown on the screen.

5.4 MARKING OF NUMBER IN A TICKET

When a number is picked randomly from 1-90 the number is marked as a colour green in the table which has all the 90 numbers. And if the number

which is picked is present in the ticket then it is marked as a colour red in the ticket which indicates that the number is present in the ticket and got strike.

6. PSEUDO CODE:

INPUT:
Html page is displayed
Enter the number of tickets
Enter the cost of each ticket
Random picking of numbers starts
Number is coloured as green in the table
If(number is present in any of the ticket)
   Marked in ticket
Else
   Checks for next number
Various combinations are given
If(ticket meets any of the combination)
   Amount calculated as per the given percentage
Amount is distributed

If(combination is houseful)
   End of the game
OUTPUT:
Amount is calculated and distributed
Game ends

7. RESULTS:
Various snapshots of the outputs we got are placed below which are helpful to the preview of the game.

Manual entry of number of tickets and price for each ticket

Here number 54 is picked randomly and then it is marked green in the table which has numbers 1-90. Combinations tells us about the various combinations that we are using and once they are done we get a tick mark in the check box given.

Marking of numbers in the ticket which are indicated with a colour red.

Ticket showing that it have early five along with the amount calculated.

As there is a ticket which have completed early five there is a tick in the check box.

Here we can see the previous three numbers which are displayed and the current number which is displayed for 5 seconds.

CONCLUSION

Computerized tambola game is most useful in many events and gatherings. As it is easy to understand and can be played by any age groups can be used by anyone. We do not need to be careful about gathering all the coins before the game and putting them together. We can just put it into the pen drive and can be accessed anywhere in a system. It is not required to recheck the numbers by taking coins and all we can just look at the table and verify them. Manual calculation of amount is not required we just enter the percent that should be calculated and it gives us the amount that should be distributed based on the total number of tickets and amount of each ticket given.

REFERENCES

1. https://blog.venuelook.com/how-to-play-tambola.html
2. https://google.com