

```

//Bingozahlen

bool num [76];
byte quant = 0;
#include <LiquidCrystal.h>
#define buzzer 10
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

const int ledPin = 6;
int LONG_WAIT = 2000; //Begrüßung, danach Start
int START = 7;
char line01 [] = "* Bingo Zahlen *";
char line02 [] = "*Samariterstift*";
char line03 [] = " Druecke Taster";
char line04 [] = "Start der Zahlen";

void eingeben() {
  byte n;
  do {
    n = random(75) + 1;
  } while (num[n] == HIGH);
  num[n] = HIGH;
  quant++;
  digitalWrite(ledPin, HIGH);
  delay(200);
  digitalWrite(ledPin, LOW);

  lcd.clear();
  lcd.setCursor(2, 0);
  lcd.print("Zahl: "); // zeigen...
  lcd.println(n);    // der Zahl
}

void setup() {

  pinMode(START, INPUT_PULLUP);
  pinMode(ledPin, OUTPUT);
  lcd.clear();
  lcd.begin(16, 2);
  lcd.setCursor(0, 0);
  lcd.print( line01 );
  lcd.setCursor(0, 1);
  lcd.print (line02 );

  delay(LONG_WAIT);
  lcd.clear();
  tone(buzzer, 462, 500);
  lcd.setCursor(0, 0);
  lcd.print( line03 );
  lcd.setCursor(0, 1);
  lcd.print( line04 );
}

```

```
}  
void loop() {  
  lcd.setCursor(0, 1);  
  if (digitalRead(7) == LOW) {  
    randomSeed(millis());  
    if (quant < 75) eingeben(); //zahlen ziehen  
    else lcd.println("Alle Zahlen gez.");  
  
  }  
}
```