```java
package bingogame;
import java.util.Random;

public class BingoCard {

    private int[][] bingoCardArray;
    Random myRan = new Random();



    public BingoCard()
    {
        bingoCardArray = new int[5][5]; // Setting the size of the 2D bingo array
        int ranNum;

        for (int col = 0; col < 5; col++) // Creating the columns in the bingo 2D
array
         {
            for (int row = 0; row < 5; row++) // Creating the rows in the bingo 2D
array
            {
                if (col == 0){

                    do{
                        ranNum = myRan.nextInt(15) + 1;   // code to set the random
number generation
                    } while (checkForDuplicates(col, ranNum) == true); // checking
for duplicates in 2D array
                    bingoCardArray[row][col] = ranNum;

                }
                else if (col == 1)
                {
                    do
                    {
                        ranNum = myRan.nextInt(15) + 16;
                    } while (checkForDuplicates(col, ranNum) == true);
                     bingoCardArray[row][col] = ranNum;
                }
                else if (col == 2)
                {
                    do
                    {
                        ranNum = myRan.nextInt(15) + 31;
                    } while (checkForDuplicates(col, ranNum) == true);
                     bingoCardArray[row][col] = ranNum;
                }
                 else if (col == 3)
                {
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                do
                {
                    ranNum = myRan.nextInt(15) + 46;
                } while (checkForDuplicates(col, ranNum) == true);
                 bingoCardArray[row][col] = ranNum;
            }
             else if (col == 4)
            {
                do
                {
                    ranNum = myRan.nextInt(15) + 61;
                } while (checkForDuplicates(col, ranNum) == true);
                 bingoCardArray[row][col] = ranNum;
            }
        }
    }
}

    public boolean checkForDuplicates(int col, int ranNum) // This is the code that
checks for duplicates, that is used above.
    {
        for(int i = 0; i < bingoCardArray.length; i++){
                if(bingoCardArray[i][col] == ranNum){
                    return true;
                }
            }

            return false;
    }

    public void checkBingo(int aNum) // this is code to mark the places with 0's,
where there is a match between the bingo card and our card
    {
        for (int row = 0; row <= 4; row++)
        {
        for(int i = 0; i < bingoCardArray.length; i++){
                for(int j = 0; j < bingoCardArray[i].length; j++){

                    if(bingoCardArray[i][j] == aNum){

                        bingoCardArray[i][j] = 0;
                    }
                }
            }
        }

    }
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    public boolean gotBingo() // this code is meant to count the number of 0's in
our card, by rows, columns and diagonaly to see whether we got bingo
    {
      int count0s = 0;

       // For Rows
      for(int i = 0; i < bingoCardArray[0].length; i++){
              count0s = 0;

              for(int j = 0; j < bingoCardArray.length; j++){

                  if(bingoCardArray[j][i] == 0){
                      count0s++;
                  }
              }

              if(count0s == 5){
                  return true;
              }
          }

          // For Columns
          for(int i = 0; i < bingoCardArray.length; i++){
              count0s = 0;

              for(int j = 0; j < bingoCardArray[0].length; j++){

                  if(bingoCardArray[i][j] == 0){
                      count0s++;
                  }
              }

              if(count0s == 5){
                  return true;
              }
          }


          // For Diagonal
          count0s = 0;
          for(int i = 0; i < bingoCardArray.length; i++){

              for(int j = 0; j < bingoCardArray[0].length; j++){

                  if(i == j && bingoCardArray[i][j] == 0){

                      count0s++;

                  }
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                    }
                }

            if(count0s == 5){
                return true;
            }

            count0s = 0;
            for(int i = 0; i < bingoCardArray.length; i++){

                for(int j = 0; j < bingoCardArray[0].length; j++){

                    if((i + j) == bingoCardArray.length - 1 && bingoCardArray[i][j]
== 0){

                        count0s++;

                    }
                }
            }

            if(count0s == 5){
                return true;
            }


            return false;
        }


    public String toString() // Prints out the result to the console.
    {
    String answer = "B  I  N  G  O\n";
    for(int i = 0; i < bingoCardArray.length; i++){

            String row = "";
            for(int j = 0; j < bingoCardArray[0].length; j++){

                row = row + bingoCardArray[i][j];
                row += "   ";
            }

            answer += row;
            answer += "\n";
        }
        return answer;
    }
}
```