# Lecture 8

PlayRoom --> Player --> Game.play()

```
1 class PlayRoom:
2     def __init__(self, players=None, max_round=3, winning_score=21):
3         pass
4
5     def play_round(self):
6         for player in self._players:
7             player.play_round(self._game, winner_round_num)
8         report_winners()
```

```
1
```