

```
D:\install\programming\java\jdk\openjdk-17.0.2\bin\java
.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ
IDEA 2021.1.3\lib\idea_rt.jar=53445:C:\Program Files\
JetBrains\IntelliJ IDEA 2021.1.3\bin" -Dfile.encoding=
UTF-8 -classpath D:\my_projects\java\!IT_Step\
2022_05_11_PlayersRating\target\classes;C:\Users\
Dmitry_PC\.m2\repository\org\apache\maven\plugins\maven
-compiler-plugin\3.10.1\maven-compiler-plugin-3.10.1.
jar;C:\Users\Dmitry_PC\.m2\repository\org\apache\maven\
shared\maven-shared-utils\3.3.4\maven-shared-utils-3.3.
4.jar;C:\Users\Dmitry_PC\.m2\repository\commons-io\
commons-io\2.6\commons-io-2.6.jar;C:\Users\Dmitry_PC\
.m2\repository\org\apache\maven\shared\maven-shared-
incremental\1.1\maven-shared-incremental-1.1.jar;C:\
Users\Dmitry_PC\.m2\repository\org\codehaus\plexus\
plexus-component-annotations\1.5.5\plexus-component-
annotations-1.5.5.jar;C:\Users\Dmitry_PC\.m2\repository
\org\codehaus\plexus\plexus-java\1.1.1\plexus-java-1.1.
1.jar;C:\Users\Dmitry_PC\.m2\repository\org\ow2\asm\asm
\9.2\asm-9.2.jar;C:\Users\Dmitry_PC\.m2\repository\com\
thoughtworks\qdox\qdox\2.0.1\qdox-2.0.1.jar;C:\Users\
Dmitry_PC\.m2\repository\org\codehaus\plexus\plexus-
compiler-api\2.11.1\plexus-compiler-api-2.11.1.jar;C:\
Users\Dmitry_PC\.m2\repository\org\codehaus\plexus\
plexus-utils\3.4.1\plexus-utils-3.4.1.jar;C:\Users\
Dmitry_PC\.m2\repository\org\codehaus\plexus\plexus-
compiler-manager\2.11.1\plexus-compiler-manager-2.11.1.
jar;C:\Users\Dmitry_PC\.m2\repository\org\codehaus\
plexus\plexus-compiler-javac\2.11.1\plexus-compiler-
javac-2.11.1.jar org.dng.MainApp
регистрирует игроков в системе (должна быть проверка,
занят ли ник)
```

```
Lets try to register player Petrov twice:
Player cant be created! NicName `Petrov` already exist!
```

```
lets try to add to game undefined player:
Cant add player to game game_1. Player is undefined!
```

```
Lets try to make game without players:
There are no players to play game!
```

Lets try to make game with only one player:
 The game with only one player is called `Elections` -
 go to central electoral committee ;)

List of all games the players play:

game_1
 game_2
 game_3
 game_5

вывод рейтинга по имени игрока и игре
 Rating of Petrov in game_1 is 0

.....Creating new games and new
 players.....

Print 10 best players in chosen game (game_3)

The 10 best players in game_3 are:

| Player_3 rating = 2 | Player_5 rating = 0 | Player_0
 rating = 0 | Player_7 rating = 0 | Player_6 rating = 0
 | Player_4 rating = 0 | Player_1 rating = 1 | Player_2
 rating = 0 | Player_9 rating = 0 | Player_8 rating = 0
 |

The data for the test was prepared in the previous step

Print 10 best players in all games

The 10 best players in all games are:

| Player_3 rating = 2 | Player_0 rating = 1 | Player_1
 rating = 1 | Player_2 rating = 1 | Player_5 rating = 0
 | Player_7 rating = 0 | Player_6 rating = 0 | Player_4
 rating = 0 | Player_9 rating = 0 | Player_8 rating = 0
 |

.....log of methods working

.....

```
Instance of Player nicName = `Petrov` created
Instance of Player cant be created! NicName `Petrov`
already exist!
Instance of Player nicName = `Sidorov` created
Instance of Player nicName = `Pupkin` created
Instance of Game created
Game.addPlayer(player) player = `Petrov` done
successfully
Game.addPlayer(player) player = `Sidorov` done
successfully
Game.addPlayer(player) player = `Pupkin` done
successfully
Game.ChooseWinner() winner = `Sidorov` done
successfully
Service.increaseRating(player) player = `Sidorov` done
successfully
Game.Play() winner = `Sidorov` done successfully
Instance of Game created
Game.addPlayer(player) player = `Petrov` done
successfully
Game.addPlayer(player) player = `Sidorov` done
successfully
Game.addPlayer(player) player = `Pupkin` done
successfully
Game.ChooseWinner() winner = `Sidorov` done
successfully
Service.increaseRating(player) player = `Sidorov` done
successfully
Game.Play() winner = `Sidorov` done successfully
Instance of Game created
Game.addPlayer(player) player = `Petrov` done
successfully
Game.addPlayer(player) player = `Pupkin` done
successfully
Game.addPlayer(player) player = `Sidorov` done
successfully
Game.ChooseWinner() winner = `Sidorov` done
successfully
Service.increaseRating(player) player = `Sidorov` done
successfully
Game.Play() winner = `Sidorov` done successfully
```

```
Instance of Game created
Instance of Game created
Game.addPlayer(player) player = `Petrov` done
successfully
Instance of Player nicName = `Player_0` created
Instance of Player nicName = `Player_1` created
Instance of Player nicName = `Player_2` created
Instance of Player nicName = `Player_3` created
Instance of Player nicName = `Player_4` created
Instance of Player nicName = `Player_5` created
Instance of Player nicName = `Player_6` created
Instance of Player nicName = `Player_7` created
Instance of Player nicName = `Player_8` created
Instance of Player nicName = `Player_9` created
Instance of Game created
Game.addPlayer(player) player = `Player_3` done
successfully
Game.addPlayer(player) player = `Player_5` done
successfully
Game.addPlayer(player) player = `Player_0` done
successfully
Game.addPlayer(player) player = `Player_7` done
successfully
Game.addPlayer(player) player = `Player_6` done
successfully
Game.addPlayer(player) player = `Player_4` done
successfully
Game.addPlayer(player) player = `Player_1` done
successfully
Game.addPlayer(player) player = `Player_2` done
successfully
Game.addPlayer(player) player = `Player_9` done
successfully
Game.addPlayer(player) player = `Player_8` done
successfully
Game.ChooseWinner() winner = `Player_1` done
successfully
Service.increaseRating(player) player = `Player_1` done
successfully
Game.Play() winner = `Player_1` done successfully
Instance of Game created
```

```
Game.addPlayer(player) player = `Player_3` done
successfully
Game.addPlayer(player) player = `Player_5` done
successfully
Game.addPlayer(player) player = `Player_0` done
successfully
Game.addPlayer(player) player = `Player_7` done
successfully
Game.addPlayer(player) player = `Player_6` done
successfully
Game.addPlayer(player) player = `Player_4` done
successfully
Game.addPlayer(player) player = `Player_1` done
successfully
Game.addPlayer(player) player = `Player_2` done
successfully
Game.addPlayer(player) player = `Player_9` done
successfully
Game.addPlayer(player) player = `Player_8` done
successfully
Game.ChooseWinner() winner = `Player_3` done
successfully
Service.increaseRating(player) player = `Player_3` done
successfully
Game.Play() winner = `Player_3` done successfully
Instance of Game created
Game.addPlayer(player) player = `Player_3` done
successfully
Game.addPlayer(player) player = `Player_5` done
successfully
Game.addPlayer(player) player = `Player_0` done
successfully
Game.addPlayer(player) player = `Player_7` done
successfully
Game.addPlayer(player) player = `Player_6` done
successfully
Game.addPlayer(player) player = `Player_4` done
successfully
Game.addPlayer(player) player = `Player_1` done
successfully
Game.addPlayer(player) player = `Player_2` done
```

```
successfully
Game.addPlayer(player) player = `Player_9` done
successfully
Game.addPlayer(player) player = `Player_8` done
successfully
Game.ChooseWinner() winner = `Player_3` done
successfully
Service.increaseRating(player) player = `Player_3` done
successfully
Game.Play() winner = `Player_3` done successfully
Instance of Game created
Game.addPlayer(player) player = `Player_3` done
successfully
Game.addPlayer(player) player = `Player_5` done
successfully
Game.addPlayer(player) player = `Player_0` done
successfully
Game.addPlayer(player) player = `Player_7` done
successfully
Game.addPlayer(player) player = `Player_6` done
successfully
Game.addPlayer(player) player = `Player_4` done
successfully
Game.addPlayer(player) player = `Player_1` done
successfully
Game.addPlayer(player) player = `Player_2` done
successfully
Game.addPlayer(player) player = `Player_9` done
successfully
Game.addPlayer(player) player = `Player_8` done
successfully
Game.ChooseWinner() winner = `Player_2` done
successfully
Service.increaseRating(player) player = `Player_2` done
successfully
Game.Play() winner = `Player_2` done successfully
Instance of Game created
Game.addPlayer(player) player = `Player_3` done
successfully
Game.addPlayer(player) player = `Player_5` done
successfully
```

```
Game.addPlayer(player) player = `Player_0` done
successfully
Game.addPlayer(player) player = `Player_7` done
successfully
Game.addPlayer(player) player = `Player_6` done
successfully
Game.addPlayer(player) player = `Player_4` done
successfully
Game.addPlayer(player) player = `Player_1` done
successfully
Game.addPlayer(player) player = `Player_2` done
successfully
Game.addPlayer(player) player = `Player_9` done
successfully
Game.addPlayer(player) player = `Player_8` done
successfully
Game.ChooseWinner() winner = `Player_0` done
successfully
Service.increaseRating(player) player = `Player_0` done
successfully
Game.Play() winner = `Player_0` done successfully
```

Process finished with exit code 0