

exercise

1. Create a "Player" class
2. The class holds data that is used in a MultiPlayer computer game.
3. Add the static fields:
 1. int totalPoints - default is 0.
 2. int numPlayers - default is 1, minimum is 0 and max is 3 players.
This field should get updated every time a new player got added or removed from the game.
4. Add the fields:
 1. int points - default is 0.
 2. int lives - default is 3. max is 5 min is 0.
5. Add the methods:
 1. eatBonus(); that adds 100 or (use random) 150 points to points and to totalPoints.
 2. hitObstacle(); that subtracts 100 or (use random) 200 points from points and from totalPoints.
 3. addPoints(int numPoints); that adds numPoints to points and to totalPoints.
If the added points are greater than 150 a life is added to the lives static field.
 4. subtractPoints(int numPoints) that subtracts numPoint from points.
If the subtracted points are less than 100 a life is taken from the lives static field.
 5. If lives == 0 the player is dead and numPlayer should be updated
6. Create a Runner class with a static main method.
 1. Create 2 players.
 2. Print all field values to the console
 3. In a loop that runs 3 times :
 1. Select a player randomly and that player:
 1. Eats a bonus.
 2. Hits an obstacle.
 4. Re-Print all field values to the console.