

```
import java.util.Scanner;
```

```
class Guesser
```

```
{  
    int gnum;
```

```
    int guessingNum();
```

```
{  
    System.out.println("Guesser, kindly guess a number
```

```
    Scanner scan = new Scanner(System.in);
```

```
    gnum = scan.nextInt();
```

```
    return gnum;
```

```
}
```

```
}
```

```
class Player
```

```
{
```

```
    int pnum;
```

```
    int predictingNum();
```

```
{
```

```
    System.out.println("Player, kindly predict a number
```

```
    Scanner scan = new Scanner(System.in);
```

```
    pnum = scan.nextInt();
```

```
    return pnum;
```

```
}
```

```
}
```

class Umpire

{

int numFromGuesser;

int numFromPlayer1;

int numFromPlayer2;

int numFromPlayer3;

void collectNumFromGuesser()

{

Guesser g = new Guesser();

numFromGuesser = g.guessingNum();

}

void collectNumFromPlayer()

{

Player p1 = new Player();

Player p2 = new Player();

Player p3 = new Player();

numFromPlayer1 = p1.predictingNum();

numFromPlayer2 = p2.predictingNum();

numFromPlayer3 = p3.predictingNum();

}

void compare()

{

if (numFromPlayer1 == numFromGuesser)

{

S.o.p("Player1 has won the game");

}

else if (numFromPlayer2 == numFromGuesser)

{

S.o.p("Player2 has won the game");

}

```

else if (numFromPlayer3 == numFromGuesser)
{
    s.o.p ("Player 3 has won the game");
}
else
{
    s.o.p ("Game lost, Try Again");
}
}
}

```

```

class GuesserGameApp

```

```

{
    void main (String() args)
    {
        Umpire u = new Umpire();
        u.collectNumFromGuesser();
        u.collectedNumFromPlayer();
        u.compare();
    }
}

```

Output:

Guesser, kindly guess a number!

7

Player, kindly predict a number.

5

Player, kindly predict a number.

6

Player, kindly predict a number

7

Player 3 has won the Game!