

Questions :

1) Run the game 100 times. Store name of the winner for each game in one file.

Return the name of player that won the game most often on standard output.

If there are multiple such players, return all names.

Add appropriate exception handling

2) User should be able to pause after each turn. On execution of the program, it should be checked if there was any paused session.

If so, data from that session should be loaded and the game continued.

Return the name of the winner on standard output

Log the execution of the program

For question 1 -

Input File Format :

number_of_players

Output File Format

#game winner

#game winner

.

.

.

Input

filepath

Output

Name of player that won the game maximum number of times

Number of games the player won

Test Case 1

Input

/home/user/java/FileName.txt

Input File:

uebfu

Output:

Input file must contain an integer greater than 2

Test Case 2

Input

/home/user/java/FileName.txt

Input File:

-4

Output:

Input file must contain an integer greater than 2

Test Case 3

Input

!wfg.,

Input File:

23

Output:

Incorrect file path