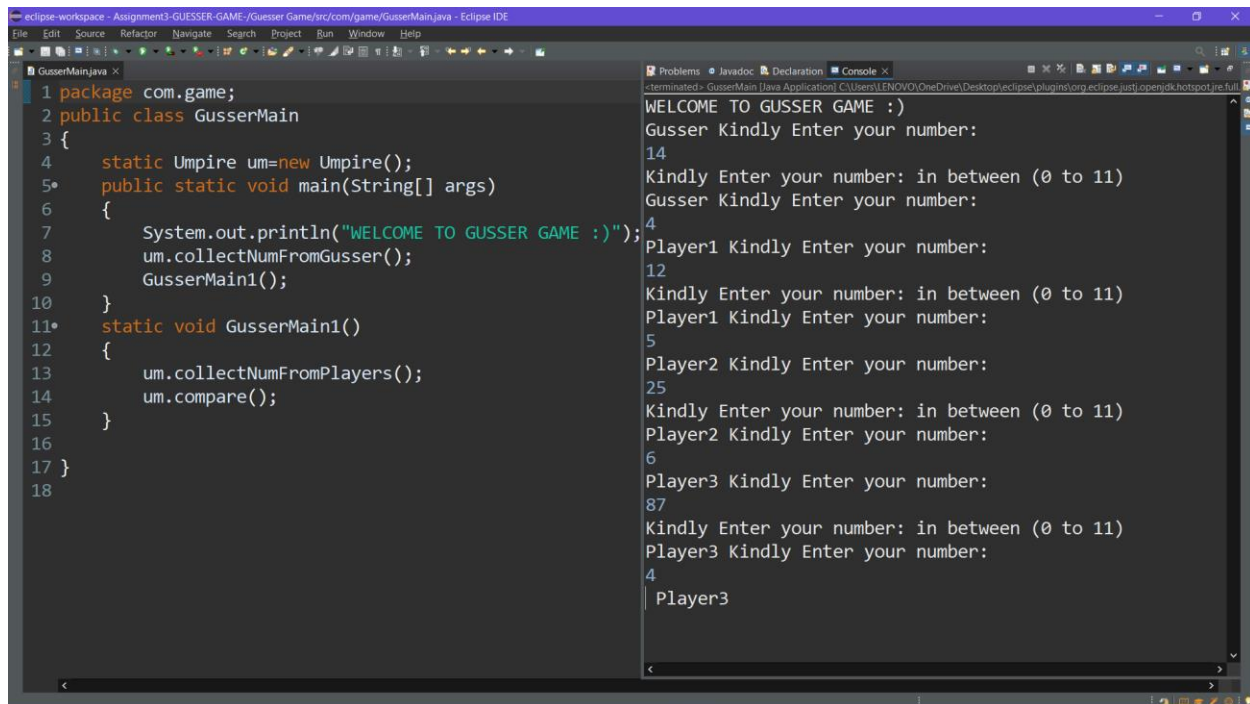


GUSSER GAME OUTPUTS

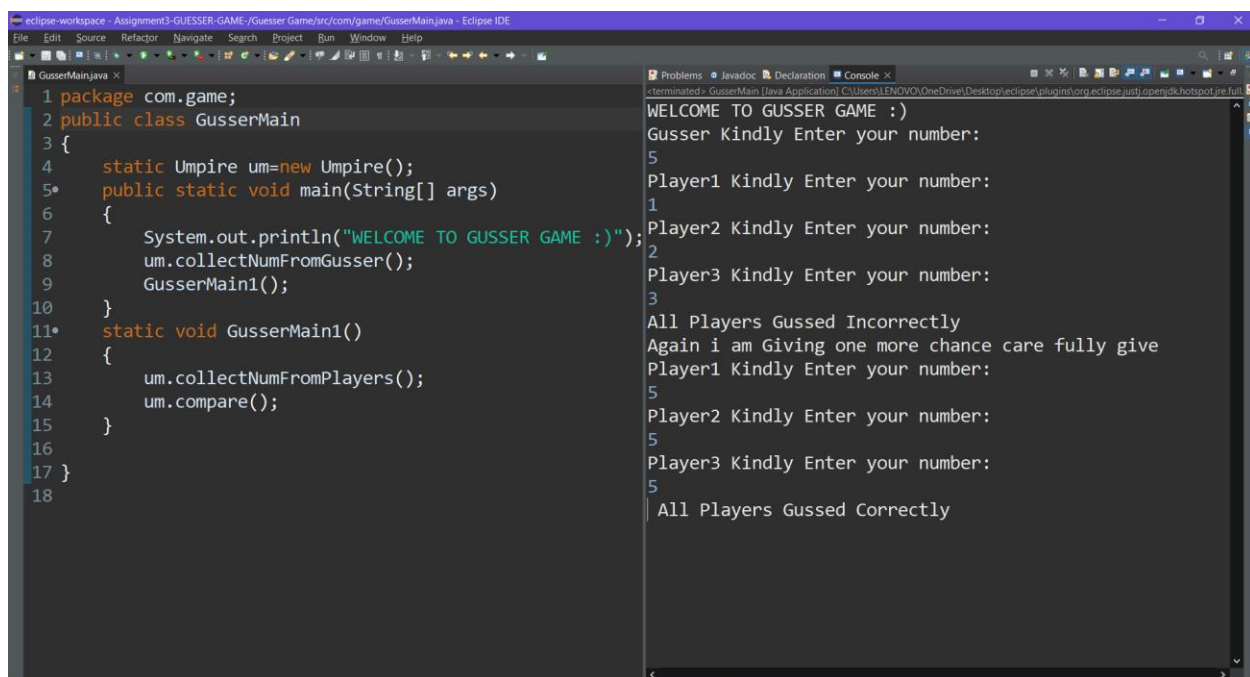
1. Gusser and Player try to send more than 10



```
1 package com.game;
2 public class GusserMain
3 {
4     static Umpire um=new Umpire();
5     public static void main(String[] args)
6     {
7         System.out.println("WELCOME TO GUSSER GAME :");
8         um.collectNumFromGusser();
9         GusserMain1();
10    }
11    static void GusserMain1()
12    {
13        um.collectNumFromPlayers();
14        um.compare();
15    }
16 }
17 }
18 }
```

```
WELCOME TO GUSSER GAME :)
Gusser Kindly Enter your number:
14
Kindly Enter your number: in between (0 to 11)
Gusser Kindly Enter your number:
4
Player1 Kindly Enter your number:
12
Kindly Enter your number: in between (0 to 11)
Player1 Kindly Enter your number:
5
Player2 Kindly Enter your number:
25
Kindly Enter your number: in between (0 to 11)
Player2 Kindly Enter your number:
6
Player3 Kindly Enter your number:
87
Kindly Enter your number: in between (0 to 11)
Player3 Kindly Enter your number:
4
Player3
```

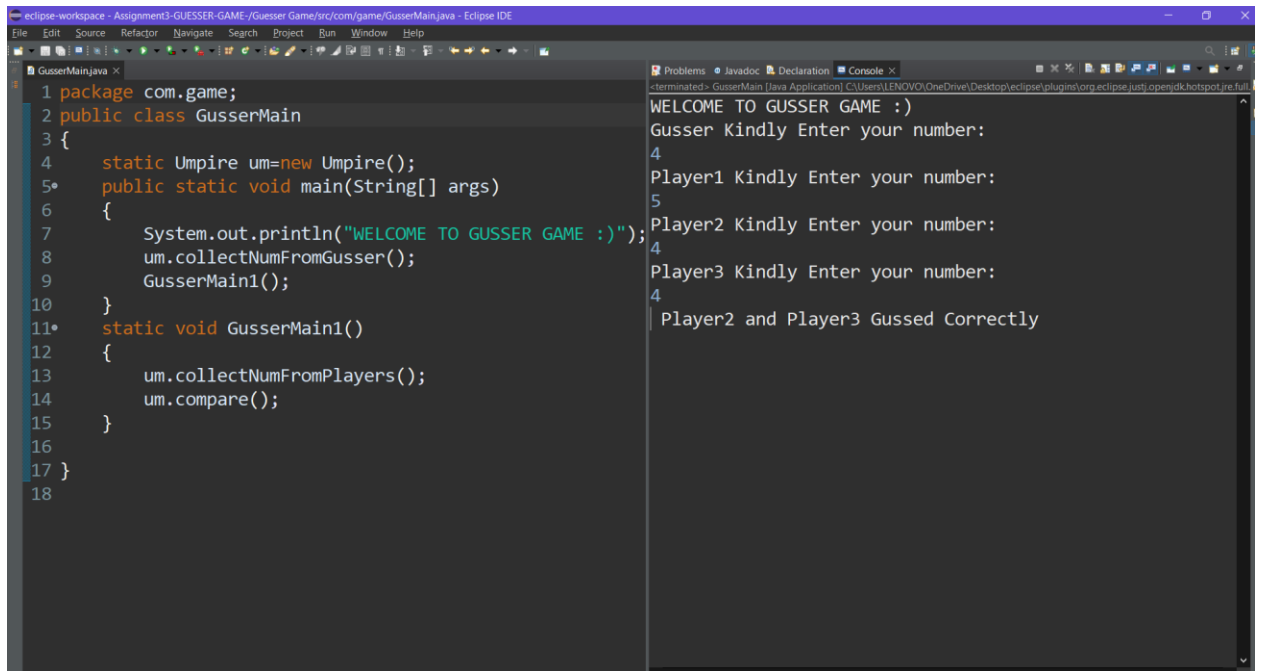
2. All Players Guess the Wrong Answer we are giving the chance



```
1 package com.game;
2 public class GusserMain
3 {
4     static Umpire um=new Umpire();
5     public static void main(String[] args)
6     {
7         System.out.println("WELCOME TO GUSSER GAME :");
8         um.collectNumFromGusser();
9         GusserMain1();
10    }
11    static void GusserMain1()
12    {
13        um.collectNumFromPlayers();
14        um.compare();
15    }
16 }
17 }
18 }
```

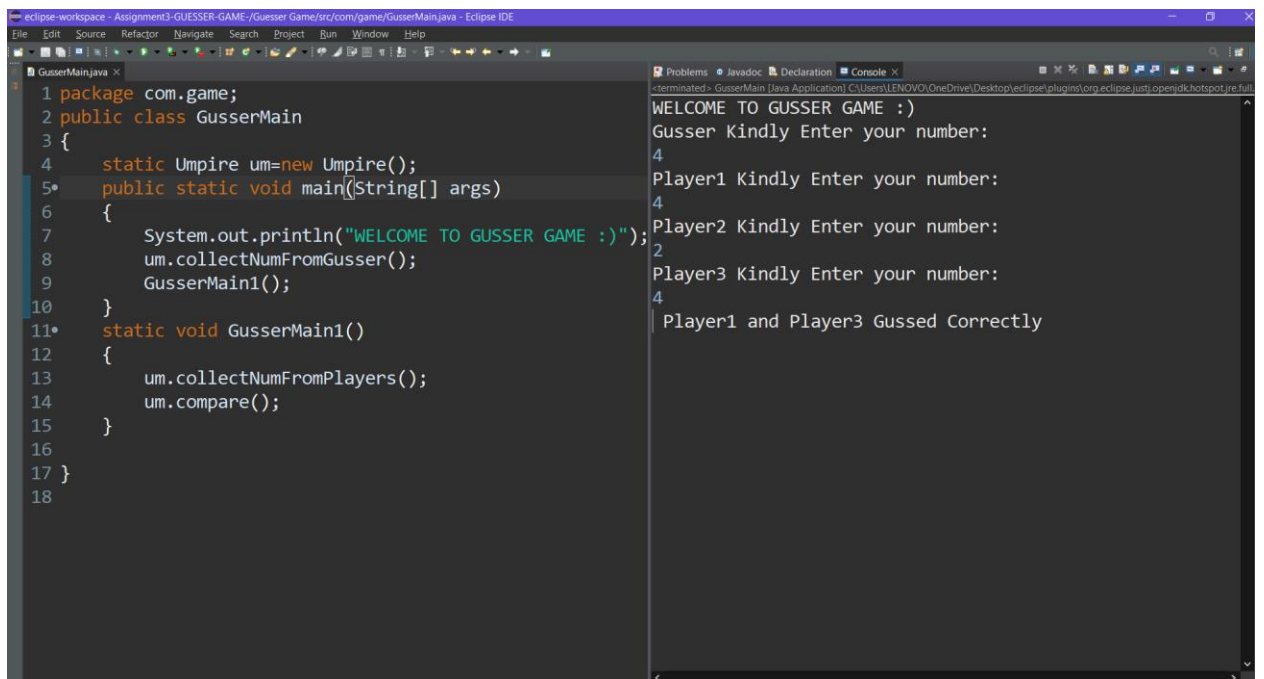
```
WELCOME TO GUSSER GAME :)
Gusser Kindly Enter your number:
5
Player1 Kindly Enter your number:
1
Player2 Kindly Enter your number:
2
Player3 Kindly Enter your number:
3
All Players Gussed Incorrectly
Again i am Giving one more chance care fully give
Player1 Kindly Enter your number:
5
Player2 Kindly Enter your number:
5
Player3 Kindly Enter your number:
5
All Players Gussed Correctly
```

3. Two Players Guessing



The screenshot shows the Eclipse IDE with the file `GusserMain.java` open. The code defines a package `com.game` and a public class `GusserMain`. It includes a static `Umpire` object `um` and a `main` method that prints a welcome message, collects a number from the user, and calls `GusserMain1()`. The `GusserMain1` method calls `um.collectNumFromPlayers()` and `um.compare()`. The console output shows the program execution with the following messages:

```
WELCOME TO GUSSEr GAME :)
Gusser Kindly Enter your number:
4
Player1 Kindly Enter your number:
5
Player2 Kindly Enter your number:
4
Player3 Kindly Enter your number:
4
Player2 and Player3 Gussed Correctly
```



The screenshot shows the Eclipse IDE with the file `GusserMain.java` open. The code is identical to the previous screenshot. The console output shows the program execution with the following messages:

```
WELCOME TO GUSSEr GAME :)
Gusser Kindly Enter your number:
4
Player1 Kindly Enter your number:
4
Player2 Kindly Enter your number:
2
Player3 Kindly Enter your number:
4
Player1 and Player3 Gussed Correctly
```